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STARDATE October 1985
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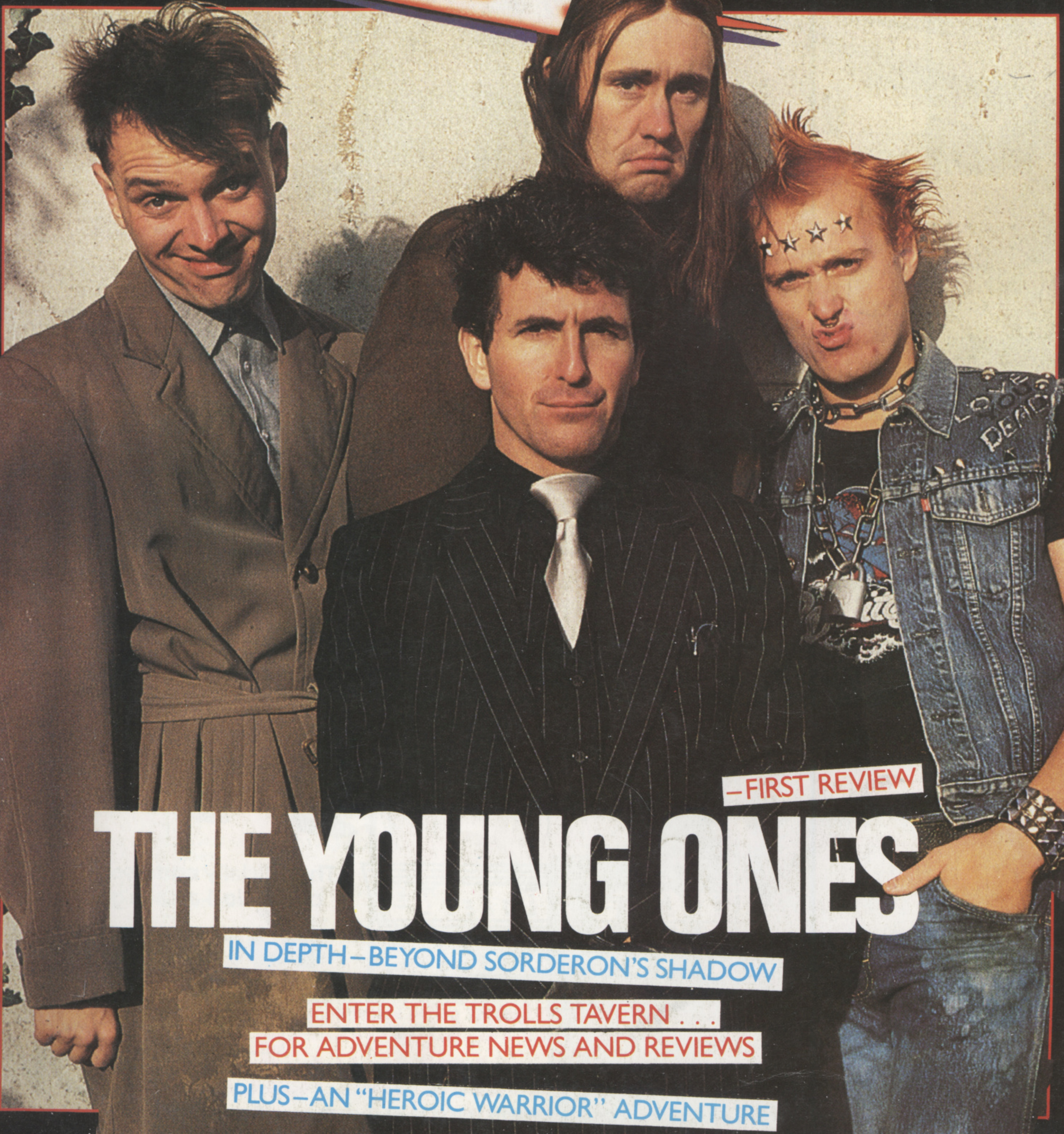
Computer GAMER



–FIRST REVIEW

THE YOUNG ONES

IN DEPTH–BEYOND SORDERON'S SHADOW

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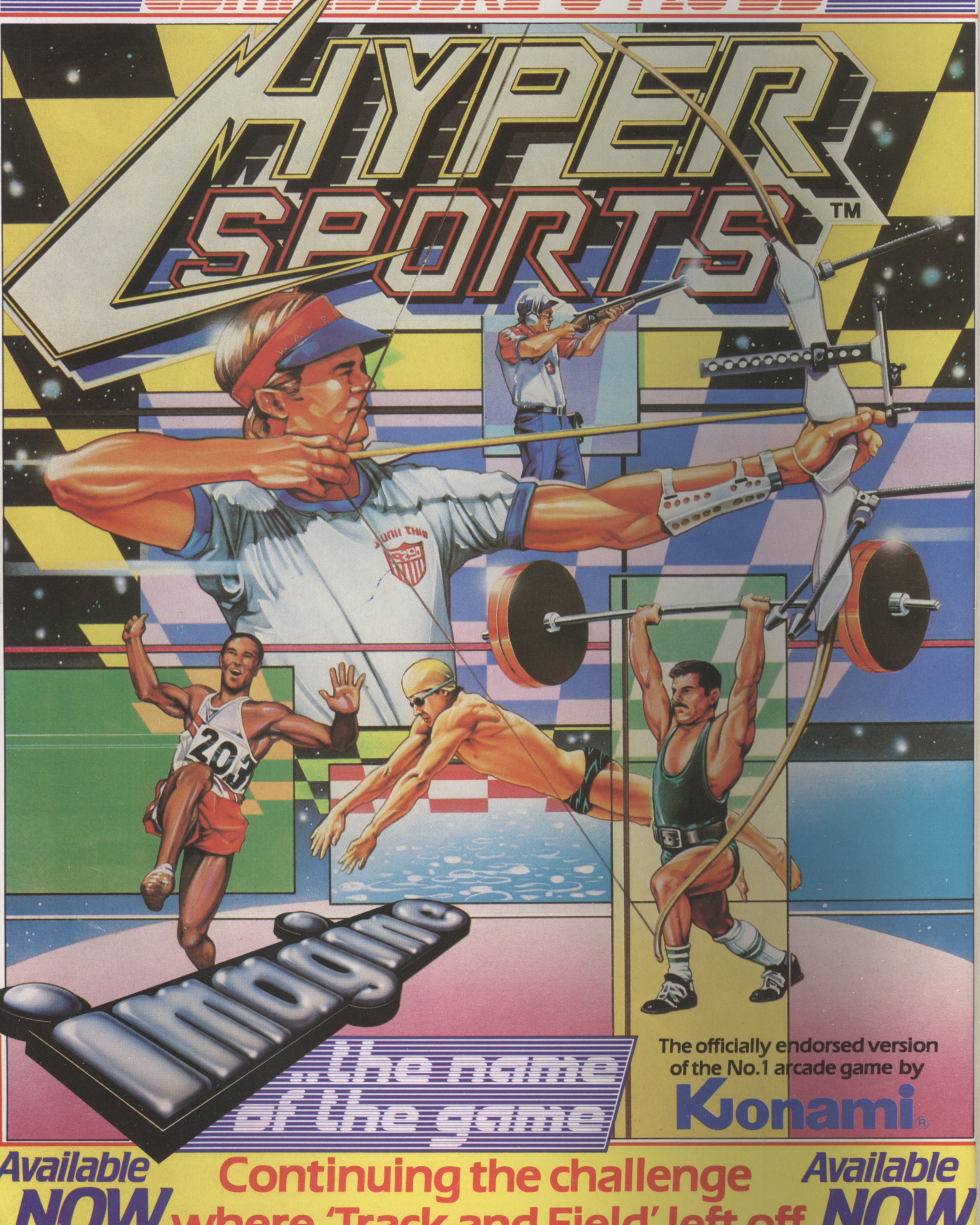

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Computer GAMER

Transmission 7 **Stardate** October 1985

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NEWS NEWS

CBM 64 CASSETTE
Trivia
U.K.
WHO HAD CHANNEL No. 8 SPRAYED IN THE RING BEFORE HE WRESTLED?
WHO WROTE THE GODFATHER?
WHO WOULD YOU USE THE HEIMLICH MANOEUVRE ON?
ANIROG

Anirog Trivia

Anirog Software is to release a Trivia game for up to six people.

The game is played on a square board and the players will have to answer questions on Science, Sport, History, Geography, Art and Entertainment.

There are 240 questions in each category making a total of over 1400 questions.

The good news is that the questions are British orientated which means that at last there is a computer trivia game that we have a chance of playing.

Other forthcoming Anirog releases include Space Pilot II and a platform game in which you can build your own screens called Jump Machine.

Eecaan's Transmission

Greetings Earthings.

Welcome to another packed transmision of Computer Gamer.

Unfortunately, I'm afraid that we've had to slightly increase the price of each transmission due to the fluctuating galactic exchange rates.

I'm sure that you'll agree that it's worth every penny, xcrolac, hurdlich or galor to receive the latest news, reviews and features every month.

In this issue we have an exclusive in depth look at the Young Ones game which is bound to feature at the top of your charts. The game is based on the BBC TV series which I understand is a cult on Earth and is slowly catching on elsewhere in the galaxy. Actually its uncanny the resemblance between Vyvyan and the phlurdis here on Aargon.

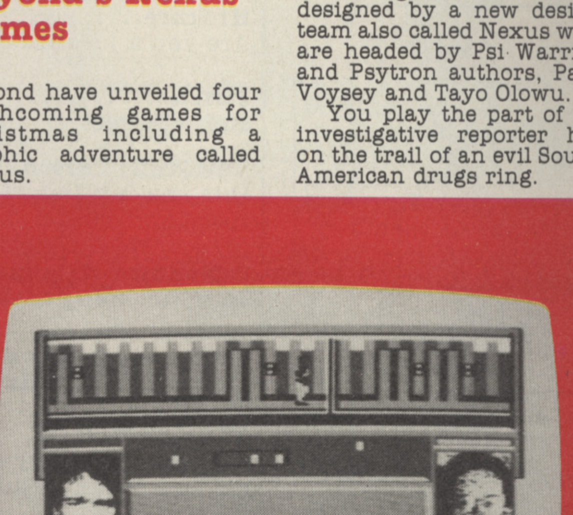
Those of an adventurous disposition should enter the Trolls Tavern where they will find the latest adventure news and reviews as well as Beoden's Journey which is the first in our "Heroic Warrior" series. This is a paper and pencil adventure with you as its hero and your quest begins by the entrance to the Tavern.

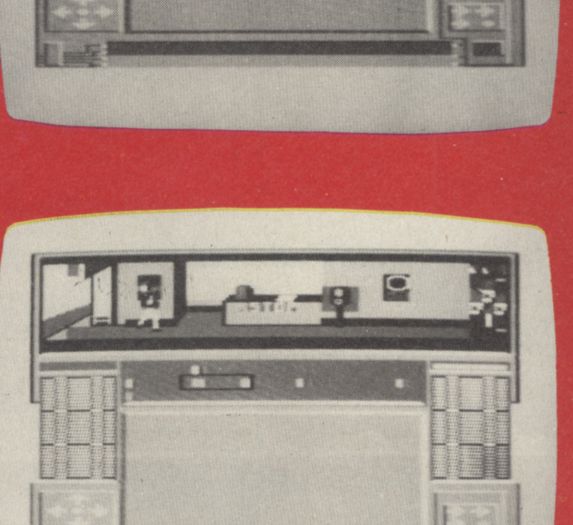
Also in this transmission there's still a chance to win the Atari Disk Pack in our popular Compumart competition, in depth reviews of Activision's "Barry McGuigan's Boxing" and Sorderon's Shadow from Beyond, the latest news from the arcades in the Coin-op Connection and all the news and reviews that make Gamer the magazine for computer games players.

Transmission ends.

Beyond's Nexus Games

Beyond have unveiled four forthcoming games for christmas including a graphic adventure called Nexus.





The game has been designed by a new design team also called Nexus who are headed by Psi Warrior and Psytron authors, Paul Voysey and Tayo Olowu.

You play the part of an investigative reporter hot on the trail of an evil South American drugs ring.

Luckily you are quite resourceful and know one or two kung-fu moves which will help ypu to explore the 18 levels of a complex complete with rooms, lifts and tunnels.

During the game you will meet friendly characters who will teach you new skills as well as those out to get you.

A particularly nice aspect of the game is the use of digitised images of the games characters that will let you recognise your friends and avoid the enemies.

Nexus will be released in October and available in a hand grenade shape pack for the Spectrum and C64 and will cost £9.95.

Enigmaforce is the sequel to Shadowfire and is an animated graphic adventure featuring the Enigma team of Zarg, Syylk and Severina. This time the action takes place on Zoff's home planet.

Bounces is the latest working title for a futuristic sports simulation. The game is to feature large animated heroes fighting to the death in an arena.

Published under the Monolith label, Bounces, aims to build on the current fashions for marshal arts and sports games.

Finally **Superman — the computer game,** is set to protect "truth and justice, and the American way" in a computer near you in October.

The finishing touches are being added to the game by Beyond's American partners, First Star, who are already well known over here for games such as Spy vs Spy and Boulderdash.

According to Beyond, Superman will be released for C64, Spectrum, Atari and Amstrad computers on October 16th.

NEWS NEWS

The Global House of Horror

Global Software is to release a series of games based on the worlds worst films. The first, "The Attack of the Mushroom People" is to be closely followed by "Attack of the Killer Tomatoes". The bad news is that plans are progressing to bring you such horrors as "Plan 9 from Outer Space" and the "Wild Women of Wonga" complete with the infamous line "Come with us and we wll cook for you".

The series aims to capture the intensity, drama and apalling acting of these golden turkeys. The first will be terrifying Spectrum, Amstrad and C64 owners in October.

Attack of the Mushroom People tells the tale of seven innocent yachtsmen who are blown off course on a fishing trip in the South China Seas.

Their yacht is gradually eaten away under the pressure of pirates, sharks and their interpersonal relationships. Eventually they make it to land where they must fight off the crazed mushroom people as they search for the materials and tools to rebuild their boat.

In Attack of the Killer Tomatoes Mason Dixon stands alone in his fight to save the world from inexplicably giant tomatoes.

These evil veggies are splattering windscreens, chomping swimmers, wrecking cars and generally getting their own back for the way they been treated.

Hope is not lost as our hero, disguised as a redskin himself infiltrates their camp to discover that they're also eating people. Dixon tries to keep his cover by having a quick bite but disaster strikes as he asks for some ketchup. . . .

Those of a kind disposition may forgive Global for this temporary loss of sanity and remember the excellent Magician's Ball that was reviewed last month.

"Aaargh!..."
ATTACK OF THE KILLER TOMATOES
FOUR SQUARE PRODUCTIONS Presents
A New Musical-Comedy-Horror Show
Starring DAVID MILLER • GEORGE WILSON • SHARON TAYLOR • JACK RILEY
Produced by STEVE PEACE & JOHN DE BELLO • Written by COSTA DILLON, STEVE PEACE & JOHN DE BELLO
Directed by JOHN DE BELLO • Music by GORDON GOODWIN & PAUL SUNDFOR • Cinematography by JOHN K. CULLEY
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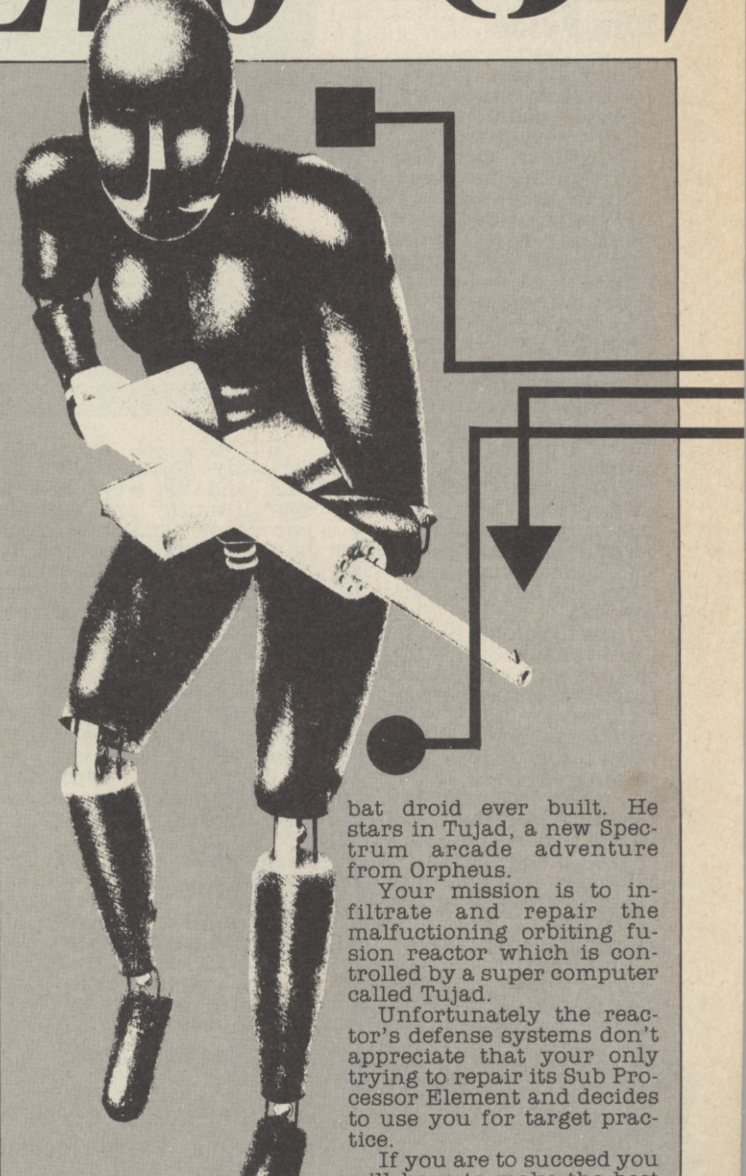


Tujad

This rather mean looking character is known to his friends as GEN 19 and is the most sophisticated combat droid ever built. He stars in Tujad, a new Spectrum arcade adventure from Orpheus.

Your mission is to infiltrate and repair the malfuctioning orbiting fusion reactor which is controlled by a super computer called Tujad.

Unfortunately the reactor's defense systems don't appreciate that your only trying to repair its Sub Processor Element and decides to use you for target practice.

If you are to succeed you will have to make the best of your available equipment which includes a 23 Megawatt blast laser, homing discs, self detonating drones, molecular disrupting grenades and a tube of superglue.

Fun 'n' Games.

Fun 'n' Games is New Generation's latest range of games that aims to pack fun and excitement for £4.95.

The first two titles planned are a Spectrum version of Cliffhanger and the arcade adventure "Custard Kid".

Cliffhanger has been rewritten since its C64 days with more action and comedy packed into fifteen rather then three levels.

The gameplay still involves the hilarious, cartoon style attempts of Cliff to stop the bandit.

To do this Cliff must use a variety of objects including a seesaw, cannon, boulders and ton weights.

NEWS NEWS

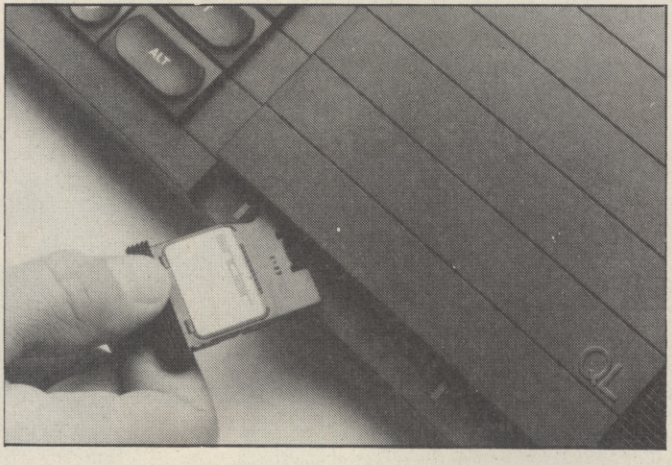
Cheap At Half The Price

The ailing Sinclair Research has reduced the price of the much maligned QL to a very low £199.

The QL has been plagued with problems since its 'launch' in January 1984. The launch was before the machine was really ready, and it was some months, and disappointing customers, later that finished, working, QLs were finally delivered. The resultant machine was somewhat different from the original specification as announced those many months before. Much was missing, the clock, multi tasking, half the Basic, an editor, and the four supplied programs weren't up to their original spec — on a 128K machine the wordprocessor left about 6K free for text.

It is to Psion's credit that they managed to sort out the sotfware problems. The machine itself is now as finished as it will ever be, and if you ignore the initial spec, price, display quality, minute software availability for a 20 month old machine, it is competitive in the current market.

We have received a list of software and add-ons for the QL from Sinclair — seven sides of A4 with plenty of white space — even including a cartridge copier! and a power smoother (compatible with anything that uses a three pin plug!).



But at £199, the QL is certainly cheaper than it was, and the word has it that Ultimate and one or two other companies may be producing games for it, though in the aforementioned list under 'Home and Leisure' most of the games seem to be Pacman, Wallbreaker, Draughts, Reversi, Solar Invaders, and the like.

At £199, the QL now comes into the scope of this magazine so we will be following its progress through the games scene with interest.

This news comes in the same week that saw the recommended price of the Amstrad CPC464 has fallen to the same sub-£200 level, and in some cases can even be £10-£20 lower. As most people will know the Amstrad is a 'bundled' system with a tape deck and a monitor included, the QL has some software bundled with it, however readers of this magazine will probably not be interested in that what which is included. Microdrives ARE, however on the QL, though whether these are better than the fast, reliable tape system on the Amstrad, is a matter of some doubt. However the comparison between the two machines becomes meaningless when you see the Amstrad's better graphics, sound, keyboard, etc. etc. and as far as software availability goes there is no contest.

On the, now hotting up, 128K group of machines, the QL still faces still competition. The Commodore 128 is much more superior as far as games go and has better graphics, and the now legendary SID chip for sound. Software availability is no problem as it can run C64 software and the whole library of CP/M software in a number of different configurations.

The equally much maligned Enterprise 128 is comparible, having a similar user base, speed, and software base — though, as with all computers it seems, better graphics and sound.

What most people are worrying about is that this may only be a move to shift the estimated 50,000 stock of QLs.

On a brighter note for the games player is the new Spectrum. News has been denied and circulated for some time now, though with Sinclair unloading some £10-£12 million of stock to get himself out of financial difficulty, it looks like being on as a small number of machines are out with software houses.

128K memory, sound, and a different ROM are the only things that are confirmed. Though there are rumours of a Timex 206B type screen display (four modes including a 512 × 192 mode) and a price — £175, though in the light of the new prices of machines, this looks a bit ridiculous and is more likely to be around the £130 mark.

The bad news is that it will not run certain types of protected software such as Jet Set Willy II and the latest Ultimate stuff. So Sinclair isn't out of the woods yet. . . . .

Dr Who

Micropower are launching a successor to the popular 'Castle Quest' called 'Dr Who and the Mines of Terror'.

The game is based on the software technology developed during the production of Castle Quest on the BBC Micro. The main difference with this game is that it is covering four of the more popular machines at once — Commodore 64, Amstrad, Spectrum, BBC. And as a new departure for BBC owners, a section of the game is on a 16K ROM due to the memory restrictions of the computer, this increases the useable memory for the game in the computer to a respectable 48K (less of course the vast amount that the BBC needs for the screen display).

The Amstrad and Commodore versions are broadly similar to each other and follow the same sort of format as the original Castle Quest.

The Spectrum version though is a bit disappointing. Due to the limitations of the graphics and hardware, the display does not take up the whole screen, but a small window in the top left hand corner. However the rest of the screen is filled with pictures of The Doctor and a small schematic map, that should make things a little bit easier.

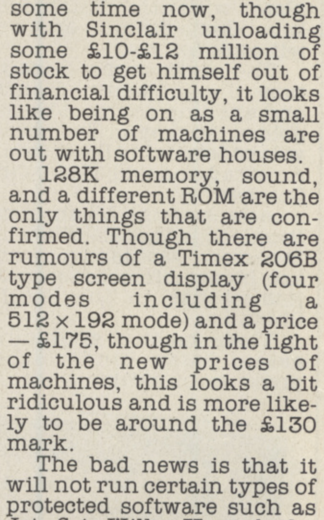
The game will be available in a variety of formats, including disk for those computers that are able to support them.

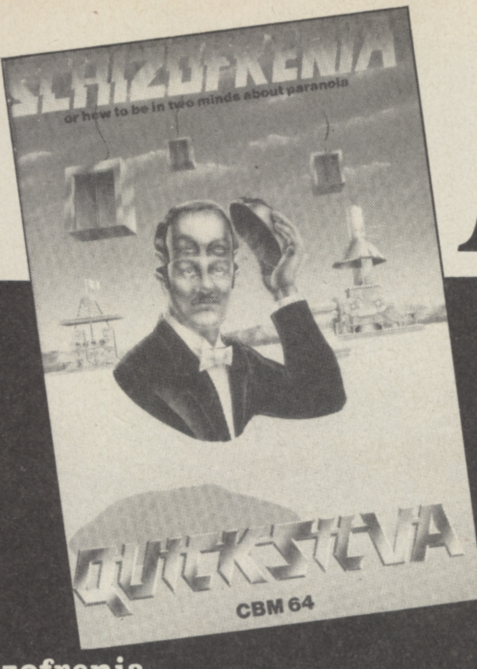
The game itself is broadly based on the theme of The Doctor preventing some evil force editing time and to do this, he must diable the TIRU that is causing the problem.

The gameplay is very similar to Castle Quest, ie. a four way scrolling ladders and ramps game with adventure undertones, puzzles and problems to solve, and evil guards and slaves to contend with.

The game will cost £14.95 on the Spectrum, Commodore 64, and Amstrad. The ROMed BBC version will cost £19.95.

The BBC, Amstrad, and Commodore versions are available from 17 October. And the Spectrum version from mid-November.





Schizofrenia

Described as the program that puts you in two minds about paranoia, Schizonfrenia is the next game from Quicksilva.

It is set in the laboratory of a Mad Scientist called Bogdon Schtunk and you play the part of Alphonse his assistent. Or to be accurate you play one part of him.

A mixture of Alphonse's stupidity and Bogdon's talent has created Alphonse's alter ego.

Your task is to recapture your other half while keeping the lab as tidy as possible (after all you are the lab cleaner). Unfortunately your double has other ideas and sets about causing as much chaos as possible.

Schizonphrenia is to be released for the C64 and will cost £7.99 with a Spectrum version following shortly.

Forthcoming releases from Argus Press Software include the Max Headroom computer game, another in the Mind Games range called "Law and Order" and Arcade and Adventure Creator programs. The Arcade Creator will be the first of the Creator series with which Spectrum, Amstrad and C64 owners will be able to quickly design arcade and platform games including sprite graphics and sound.

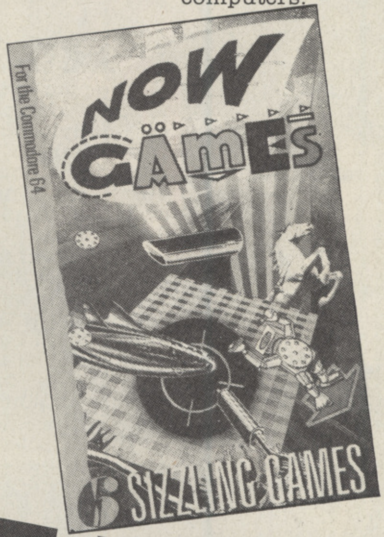
Shogun at Virgin

Virgin Games current project is based on the James Clavell story Shogun which has recently enjoyed a rescreening on BBC. Virgin Games' Managing Director, Nick Alexander claims that this is the biggest project that they have undertaken and that they hope to release the game in time for Christmas.

The game will involve the player with computer controled characters displaying their own 'personalities' and simulated ' intelligence' which will permit interaction through the formation of alliances within the framework of the treachery of that era.

In the meantime, if the persuit of your karma permits you can sample a few olden oldies on Virgin's tape compilation called Now Games which is being heavily advertised on television. There are six games on the tape: Lords of Midnight, Brian Bloodaxe, Pyjamarama, Arabian Nights, Strangeloop and Falcon Patrol II.

The package costs £8.95 and is available for Commodore 64 and Spectrum computers.



Geoff Capes Meets The Zoids

Geoff Capes Strongman and **"Zoids — the battle begins"** form the focal point of Martech's attack on the christmas market.

Inspired by the great man's success in world strongman championships "Geoff Capes Strongman" is the first icon driven sports simulation.

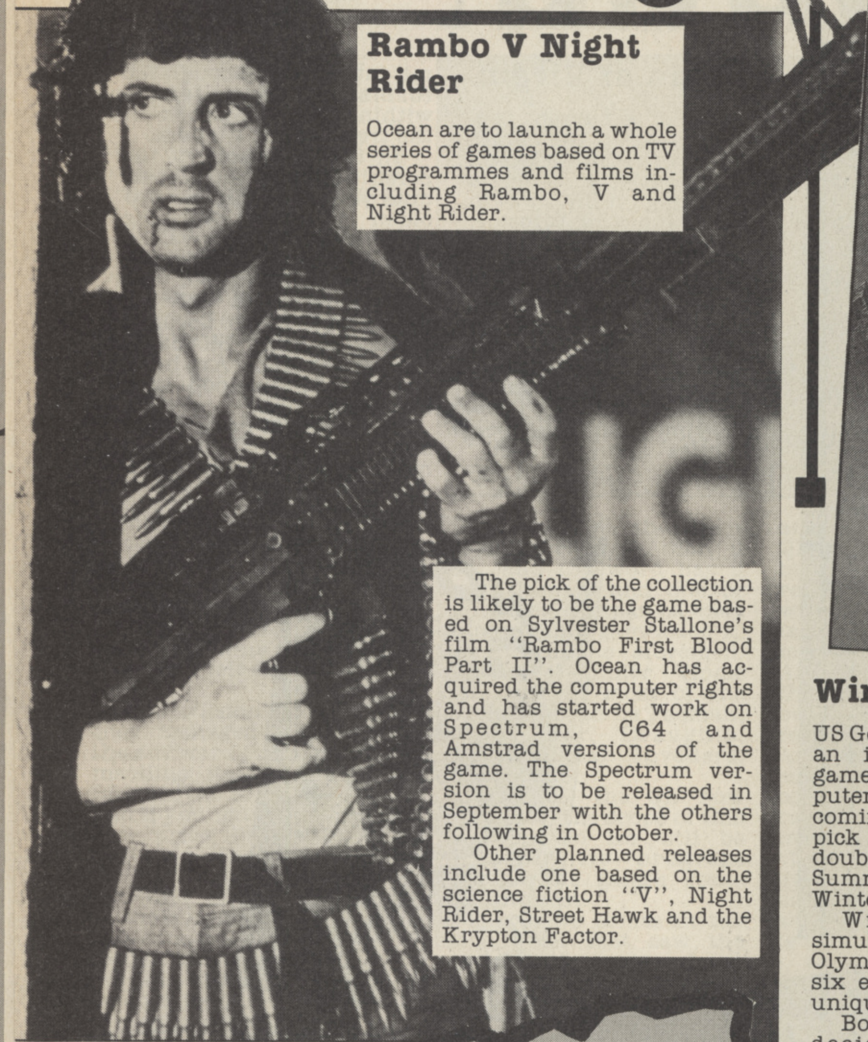
According to Martech the game will not be dominated by "joystick bashing" but will instead demand a strategic approach to Geoff's training and timing and quick reactions in the events themselves. During the training the player will have to decide on which muscles to develop in the available time which will effect his performance in the competition.

Zoids — the battle begins is a game inspired by Tomy's range of fighting dinosaur machines.

The game has been developed by the Electronic Pencil Company who programmed the excellent Fourth Protocol spy adventure.

In the game the players design their Zoids who then fight it out in a combat arena.

The Zoids and Geoff Capes will be going through their paces in mid October on C64, Spectrum, BBC, Electron and MSX computers.

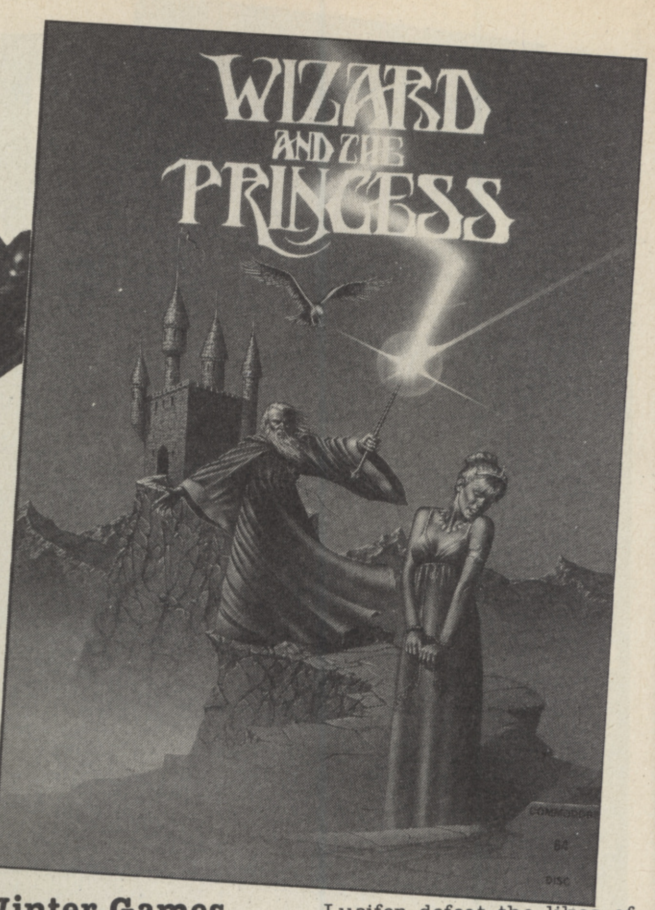


Rambo V Night Rider

Ocean are to launch a whole series of games based on TV programmes and films including Rambo, V and Night Rider.

The pick of the collection is likely to be the game based on Sylvester Stallone's film "Rambo First Blood Part II". Ocean has acquired the computer rights and has started work on Spectrum, C64 and Amstrad versions of the game. The Spectrum version is to be released in September with the others following in October.

Other planned releases include one based on the science fiction "V", Night Rider, Street Hawk and the Krypton Factor.



Interactive Pioneers

The latest in the range of MSX computers is Pioneer's PX-7 which incorporates an extra 40K ROM block of memory to control their LaserDisc video machines. This brings the potential of interactive video games one step nearer the home market.

In Japan these machines are all the rage and companies like Konami already have a range of interactive games available and many more in preparation. Disc games can cost anywhere between £19-£30 and a LaserDisc player and computer will cost £400 and £300 respectively.

The advantage of using a disc relates to the way information is stored. All the pictures are numbered in such a way that a particular frame can be called up by the computer and displayed on the screen within seconds. This ability paves the way for using the computer to select and display a section of the disc according to decisions made by the user. For example, if the game is an adventure the player can elect to set off in any one of several directions. On receiving the player's input the computer can command the disc to jump to the section of the disc which displays the consequences of the choice.

Geoffrey Pflaumer of Pioneer said recently, "Initially we see out PX-7 package being used in industrial training applications and the machines will only be available from our distribution centre in Greenford. Individuals who wish to buy one can contact me there."

Although the computer is designed for use with disc it can also be used to add titles and computer graphics on video tape using a second recorder to store the combined image.

For further details contact Pioneer (UK).

Winter Games

US Gold are about to release an impressive lineup of games that will keep computers busy through the coming winter nights. The pick of the bunch is undoubtly the follow up to Summer Games II, Epyx's Winter Games.

Winter Games is a simulation of the winter Olympics and will feature six events each posing an unique challenge.

Bobslaying will demand decisive control at breakneck speeds whereas Biathlon combines cross country skiing with accurate rifle shooting. The ski jump requires both power for momentum and skillful control to ensure a jump for gold while the slalom of the Hot Dog Ariel is a race against the clock. Finally its on with the skates for the precision and skill of figure, free and speed skating.

Wizard and the Princess is the second of the All American series of adventures. In it you play a hearty adventurer who must rescue a princess from the evil wizard, Harlin

You begin your adventure in the small village Serinia from there you must find a way to outwit the wizard and rescue the Princess who is being held in his towering castle beyond the greta mountains.

Lucifer's Realm (C64/Atari) is another All American Adventure inspired by Dantes inferno where you must help Lucifer defeat the likes of Hitler and Mussolini.

Super Zaxxon (C64/Atari) will challenge even the best Zaxxonites with its faster action and tougher opponents. There's even a new fire breathing dragon waiting for you to finish the game.

Atari owners will be reaching for their piggy banks with the release of Atari versions of **Spy Hunter, Tapper** and **Summer Games II**.

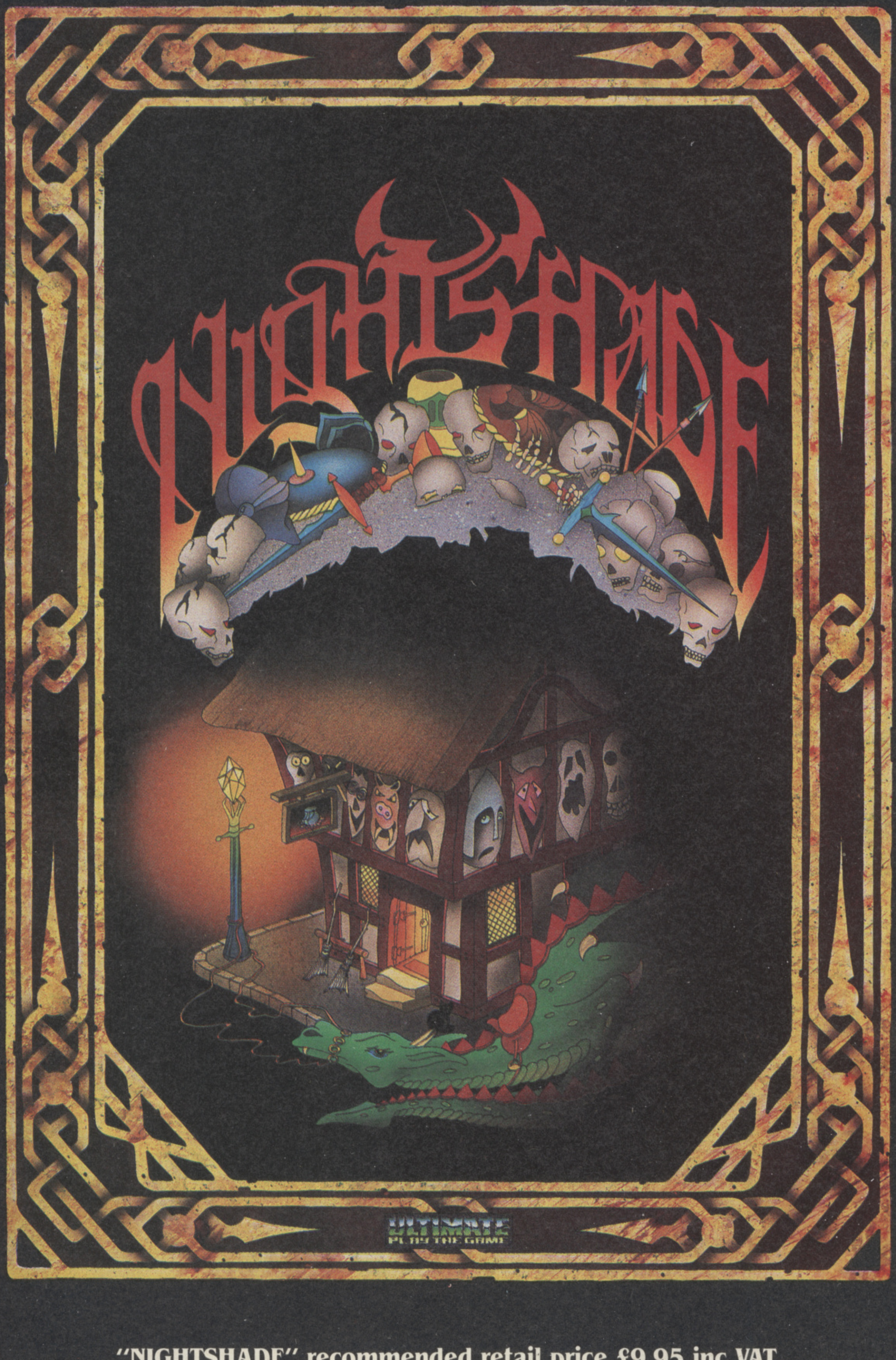
Following the success of Amstrad Beach-head will be **Raid** and later **Beach-head II**. Raid used to be called Raid over Moscow in its C54 days but now its just Raid.

Zorro is Datasoft's platform game version of the legendary Zorro's fight against oppresion. During the game our hero leaps tall buildings, solves puzzling problems while keeping his trusty blade handy to dispatch any troublesome guards.

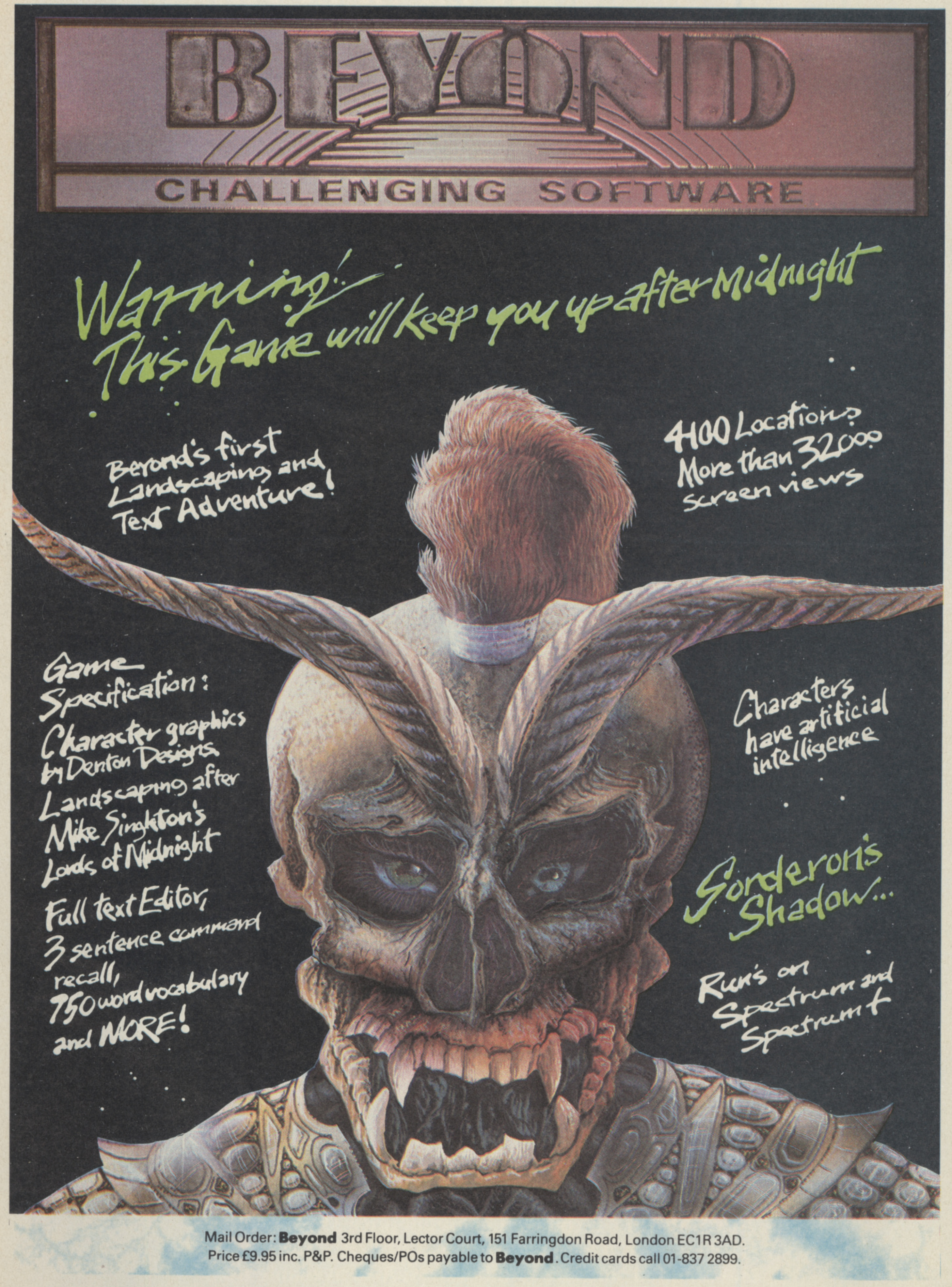
Donald Duck (C64) is the first of the "Kids" edutainment programs that are supposed to educate seven year olds as they play the game. The game involves collecting fruit and other tasks that if completed quickly will earn Donald enough money to buy a playground. Other "Kids" programs include the "Mickey Mouse Space Adventure" and "Winne the Pooh in 100 acre wood".

Finally there's the relaunch of **F-15 Strike Eagle** (C64/Atari) and the Spectrum version of **Bounty Bob Strikes Back**.

48K SINCLAIR ZX SPECTRUM


NIGHTSHADE
ULTIMATE
PLAY THE GAME

"NIGHTSHADE" recommended retail price £9.95 inc VAT.
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P are included) Tel: 0530 411485


BEYOND
CHALLENGING SOFTWARE
Warning!
This Game will keep you up after Midnight
Beyond's first Landscaping and Text Adventure!
4100 Locations
More than 32000 screen views
Game Specification:
Character graphics by Denton Designs
Landscaping after Mike Singleton's Lords of Midnight
Full text Editor,
3 sentence command recall,
750 word vocabulary
and MORE!
Characters have artificial intelligence
Sorderon's Shadow...
Runs on Spectrum and Spectrum +

Mail Order: **Beyond** 3rd Floor, Lector Court, 151 Farringdon Road, London EC1R 3AD.
Price £9.95 inc. P&P. Cheques/POs payable to **Beyond**. Credit cards call 01-837 2899.

THE YOUNG ONES

A game based on the cult BBC series, The Young Ones is sure to be a big success. Tony Hetherington takes an in depth look at the game featuring Rick, Neil, Vyvian and Mike.

Neil: ''Listen guys, I've got something really important to tell you. Those really heavy people at Orpheus have written a game with me as it's star. Yeah, I'll be famous like, and everyone will ask me to their parties and . . .''

Viv: ''Shutup you stupid hippy''.

Neil: ''No, listen, we're all in it. It's going to be really heavy!'' ''There's one thing though guy's, it's going to be, like, difficult to play it with my hands nailed to the floor''.

Doorbell rings.

Viv: ''Answer the door Neil''.

Rick: ''Come on Neil, stop doing those girly handstands and answer the door''.

Neil: ''Oh I see it's get at Neil day again or is it get at Neil year'' ''anyway I can't cause Viv nailed my hands to the floor''.

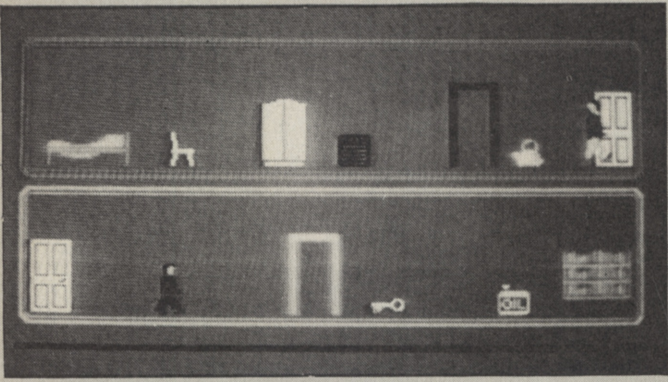
Door opens and Jertsy Bolovski enters.

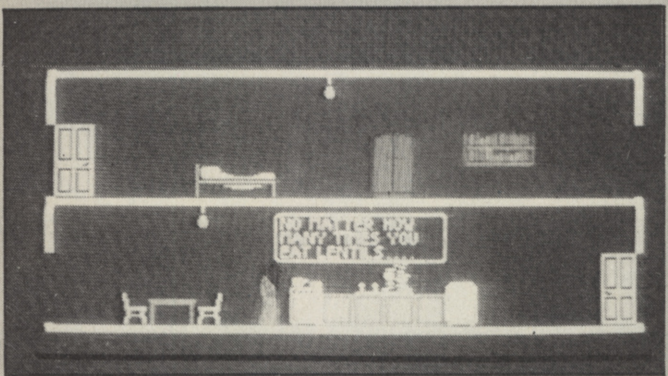
Bolovski: ''Hello boys its your beloved landlord — oh look its one of those computer games like we have in Poland. My favourites are Russian Tank Spotting and Dissidant Invanders''.

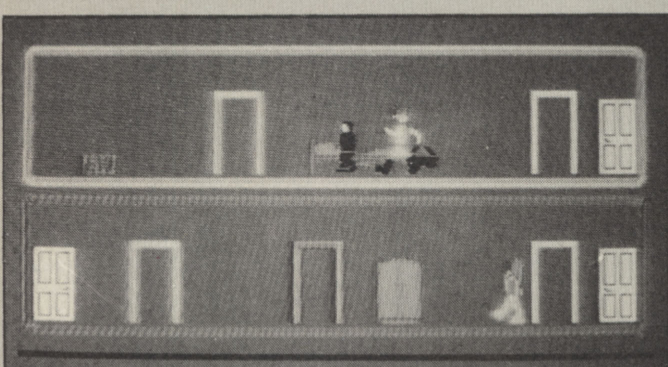
Rick: ''Whats all the excitement in a fachist, girly computer game? I'm young, I'm free and on a oneway trip to oblivion and I don't care!'' ''Do you think Orpheus would be interested in computerising some of my poems about Cliff?''

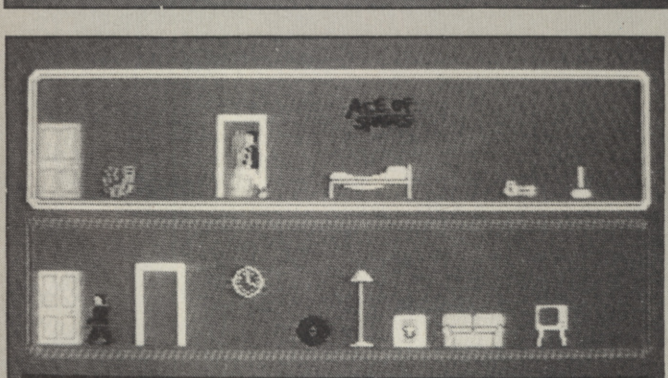
Mike: ''Mike the cool person here with an important message for anybody who can't afford a shirt like mine and still want some style points. The game featuring the amazing cool Mike and the other three is available to anyone who has a Spectrum, C64, Amstrad or MSX computers.'' ''I have this feeling that someones about to tell you more about it''.

The game of the cult BBC series, The Young Ones, (I was right, Mike the amazing cool person) is best described as an icon driven experience in the Young Ones house. You take the role of one of the characters while the others are controlled by the computer.









The action takes place in a two storey house containing some very strange rooms.

The screen shows two of these rooms, one from each storey, each occupying a third of the screen. The rooms shown are not necessarily on top of each other but are the room your chosen character is currently in and the most interesting room from the other floor. For example, as Mike, your in the sitting room watching the video and Vyvyan is attacking Rick with an axe in the bathroom then those are the rooms that are shown.

This gives you a fighting chance to follow at least part of what's happening in the house.

It is important to note that the rooms are always shown on the screen at the same angle with only three of the rooms walls shown. There is also a door at either end incase you have to run away and maybe one or two doors in the back wall.

It is in these rooms that the Young Ones continue with their normal day to day activity accompanied by an impressive digitised version of the TV programs closing music. The characters are beautifully animated and are immediately recognisable as soon as they walk through the door. For example Neil slouches through at medium hippy pace whereas Vyvyan runs. They can and do talk to each other through comic style speech bubbles which adds to the fun and atmosphere of the game.

The top third of the screen contains 3 joystick controlled icons which allow you to MOVE, DO, and TALK.

The MOVE icons contains arrows which point towards the available exit and allows you to continue moving after DOing or TALKing.

DO allows you to pickup and use the various things in a room. These things split into three basic groups. First there are about 50 objects which include a video recorder, H-bomb, sledgehammer, axe, fork, bowl, sunglasses, cornflakes, guitar, lentils, key and of course a Cliff Richard record. These all can be picked up/dropped, used either on their own or with another object, broken or thrown away. Then there are the rooms active scenery, for example the sofa or chair that can be used but not picked up. Finally there is the passive scenery which is only present to make the place look untidy.

Selecting DO generates a list of things in the room which can be chosen with the joystick. Once one has been selected a further list of options appears which lists the things that you can do to that object. These take the form of adventure style commands found in more normal games. However to speed things up only possible actions are displayed. For example mend will only appear if an object is broken as will THROW AWAY if a bin is in the room.

The TALK box produces a similar list of options and lists the things or people that you can talk about. What is actually said depends on an incredible number of factors and variables that combine to form the computer personalites of Rick, Vyvian, Mike and Neil.

The Characters

The characters of the Young Ones have been captured by the game with the result that the character you choose will decide the type of game you play. For example Neil will slope around extolling the virtues of heavy metal and lentils whereas Vyvian will be slighly more aggressive.

Each character views the games objects in a different way and indeed each has his own aims in the game and way of winning. For example, a Cliff Richard record means nothing to Mike but is essential to Rick and his poetry.

All you know as the game starts is that some objects are more important to your character than the other. Further clues to your goal will appear as you progress through the game. The list of objects generated by the DO command guides you in the right direction by listing the objects in the order of importance for that character. So if you see that the smelly sock is top of your characters list for a room then you know that you should do something with it. This may involve other objects in other rooms or indeed those held by the other characters.

Each character has a memory and will remember just how nice or nasty you have been to them. This will of course affect their reaction to you as a mistreated Neil will moan about your "bad vibes" whereas Vyvyan may find a use for the sledgehammer or the axe.

Winning the game

It would be impossible to list in detail how each character can win the game as each is trying to complete a different objective which will become clearer as you play the game. Instead some more general pointers that should help you through the game.

It is vital that you get into the character of the person you are playing. This is because an internal scorer marks you on your performance during the game. If you act out of character then you'll lose points. This score isn't displayed anywhere on the screen its just used by the program to keep track of how each of the characters are doing.

Points are also scored for successfully using your important objects and lost for breaking them.

Using the DO and TALK commands can give you some important clues. DO lists them in order and TALK can give you some important additional information. For example if you ask Neil to talk about the amplifier he'll probably say how great his guitar will sound with it. This tells you not only that its his but also that he needs his guitar. On the other hand if Vyvian finds Rick's Cliff Album he'll no doubt realise that its important to Rick and break it. However Neil wouldn't break it he'd just "hate" it because it belongs to Rick who's always getting at him. Consequently not only can you collect the objects you need you can hinder the others by breaking objects they need. This should of course be done in moderation as it will infuriate the other characters who may decide that its time for you to start again.

You should also keep a close eye on what's happening in the other room currently on the screen display as it will help you keep track of the other characters. You may also learn a lot by watching for speech bubbles as the others talk to and about each other.

Following another character around is useful if you want to try playing them next time as it will give you some idea of what you need to do. Initially you will find that the computer controlled characters are better than you and will beat you consistantly. This is helped by the fact that they know their way around the house so to counter this a few mapping expeditions are recommened. Indeed finding all the rooms may in itself pose a challenge but will help some characters reach their aim. Don't fall into the mapmaking trap that the two storeys are neatly stacked on each other with all the rooms in line because they aren't. Some rooms overlap two others whereas others only cover part of one.

Remember that you can use the "active" part of the scenery and not just the objects lying around.

Unlike any other licensed game where you don't need to have read the book or seen the film to play the game, anything that you remember from the TV episodes will help you since all the actions, objects and characteristics are taken from the shows.

Conclusions

Taking on the challenge of producing a game based on The Young Ones was certainly an onerous one. However, Orpheus have met that challenge well by producing a superb simulation of life with the Young Ones.

Infact they've produced four games in one as playing each of the characters requires a different strategy.

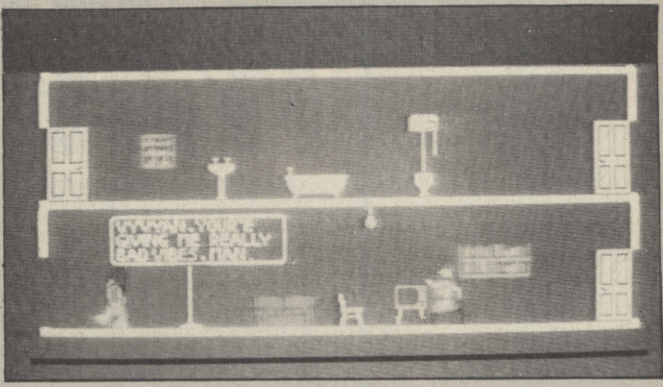
The excellent sound and graphics add to the appeal of the game but its real strength lies in the personalities of the Young Ones themselves.

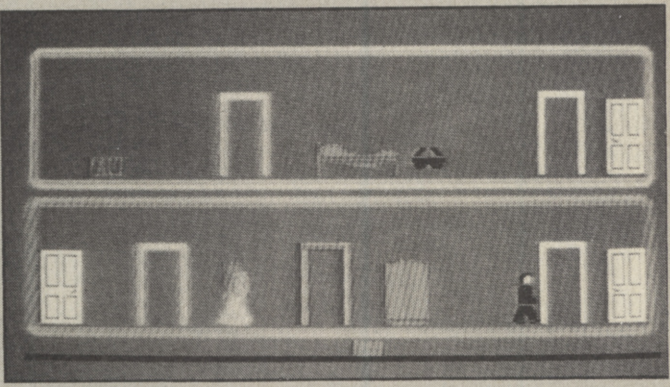
Orpheus have invested a lot of time and effort into getting this right and have even enlisted the help from the writers of the TV series including Rik Mayall.

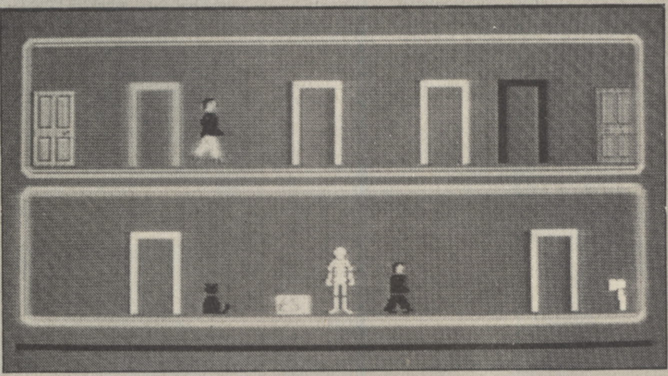
This has certainly worked well as Neil is a hippy, Rick a peoples poet, Vyvian a hooligan and Mike a cool person.

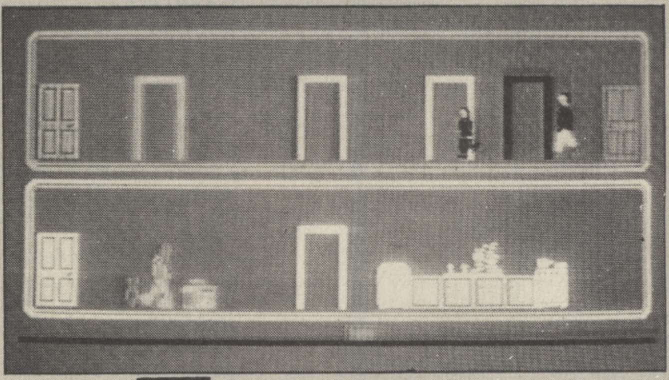
Everyone has their favourite character from the Young Ones, mine is Neil, here's your chance to play him in a game that's heading straight for number one.

The Young Ones is to be released on the 1st of October for C64, Spectrum, Amstrad and MSX computers.









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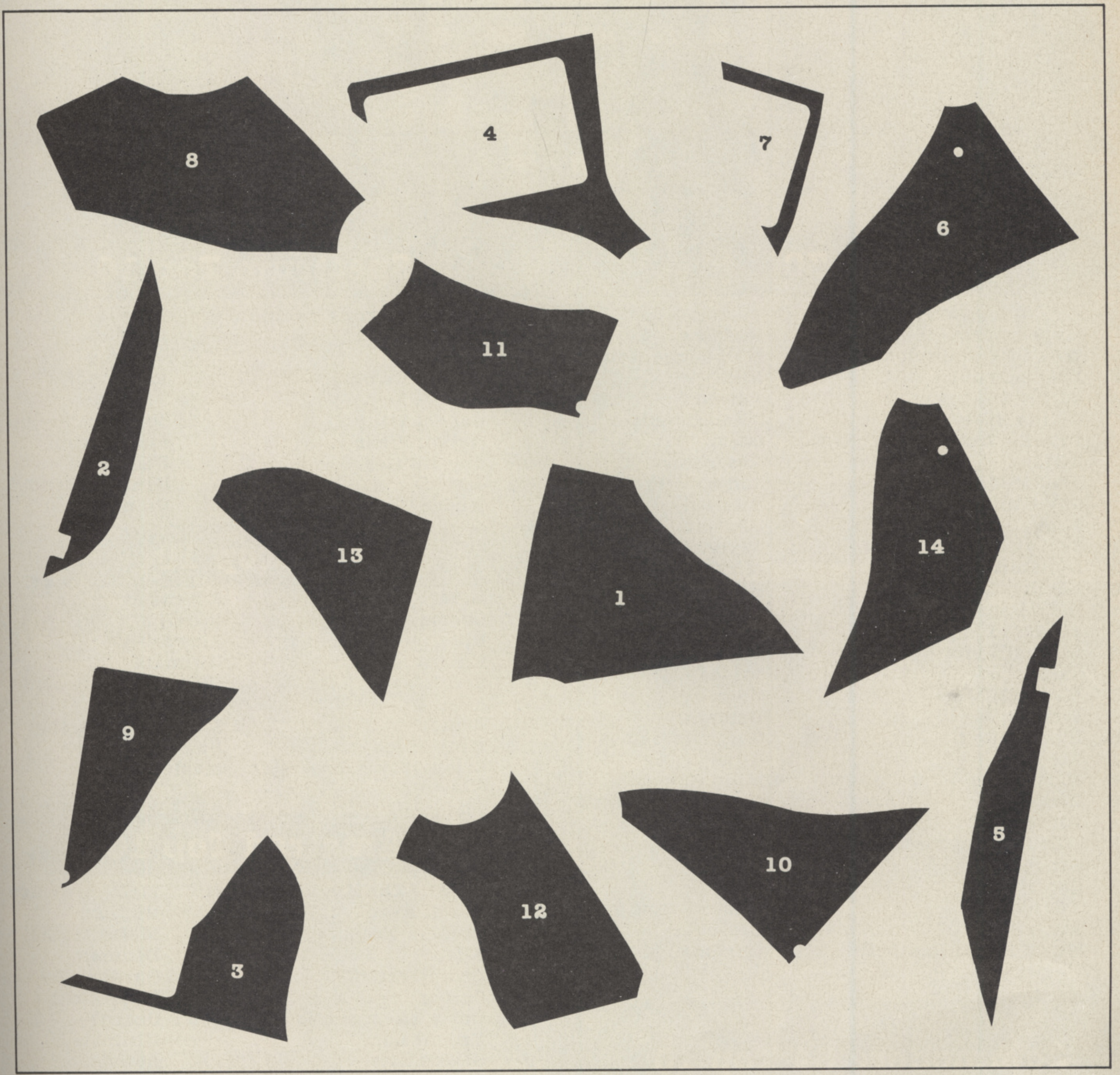
All you have to do to have a chance to win this marvellous prize is to solve our disk puzzle.

It seemed appropriate to base it on a disk since Compumart, as well as being an Atari hardware dealer, also specialise in cheap, reliable disks. For example a pack of ten blank disks would only cost £9.95 to buy!

The picture opposite shows the result of taking a pair of scissors to a disk. All we want you to do is put it back together. We've numbered all the pieces so that you can tell them apart but to make things a little more difficult we've added a few extra bits.

130XE DISK PACK



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Write the numbers of the extra pieces on the back of an envelope and include with it a completed entry form.

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Entries should reach us by October 24th.

The prize will be awarded to the first correct entry drawn out of the hat.

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GALLUP CHART

Top 30

1	Hypersports	Imagine
2	Way Of The Exploding Fist	Melbourne House
3	Frank Bruno's Boxing	Elite
4	Soft Aid	Various
5	Action Biker	Mastertronic
6	Frankie Goes To Hollywood	Ocean
7	Elite	Acornsoft
8	Jet Set Willy 2	Software Projects
9	Spy Hunter	US Gold
10	Beach Head	US Gold
11	Spy Vs Spy	Beyond
12	Dynamite Dan	Mirrorsoft
13	Dambusters	US Gold
14	BMX Racers	Mastertronic
15	Finders Keepers	Mastertronic
16	Combat Lynx	Durell
17	Cauldron	Palace
18	Nodes Of Yesod	Odin
19	View To A Kill	Domark
20	Dun Darach	Gargoyle Games
21	Air Wolf	Elite
22	Nick Faldo's Open Golf	Mind Games
23	Rocco	Gremlin Graphics
24	Pole Position	US Gold
25	Daley Thompson's Decathlon	Ocean
26	Bruce Lee	US Gold
27	Red Moon	Level 9
28	Kik Start	Mastertronic
29	Alien 8	Ultimate
30	World Series Baseball	Imagine

Commodore 64 Top 10

1	Way Of The Exploding Fist	Melbourne House
2	Hypersports	Imagine
3	Elite	Firebird
4	Frankie Goes To Hollywood	Ocean
5	Soft Aid	Various
6	Action Biker	Mastertronic
7	Kik Start	Mastertronic
8	International Tennis	Commodore
9	Pitstop 2	EPYX/US Gold
10	Dambusters	US Gold

Compiled by Gallup for the industry's weekly trade magazine, Computer and Software Retailing. For details contact John Sorrenti, Computer and Software Retailing, Liberty House, 222 Regent Street, London W1R 7DB. 01-434 2131.

Spectrum Top 10

1	Frank Bruno's Boxing	Elite
2	Hypersports	Imagine
3	Soft Aid	Various
4	Dynamite Dan	Mirrorsoft
5	Spy Vs Spy	Beyond
6	Jet Set Willy 2	Software Projects
7	Action Biker	Mastertronic
8	Spy Hunter	US Gold
9	Rocco	Gremlin Graphics
10	Nodes Of Yesod	Odin

BBC Top 10

1	Revs	Acornsoft
2	Combat Lynx	Durell
3	Elite	Acornsoft
4	Knight Lore	Ultimate
5	Beach Head	US Gold
6	Alien 8	Ultimate
7	Repton	Superior Software
8	Mini Office	Database
9	Brian Jack's Superstar Challenge	Martech
10	Gremlins	Adventure International

Amstrad Top 10

1	Way Of The Exploding Fist	Melbourne House
2	Beach Head	US Gold
3	Finders Keepers	Mastertronic
4	Alien 8	Ultimate
5	Dun Darach	Gargoyle Games
6	Chiller	Mastertronic
7	Daley Thompson's Decathlon	Ocean
8	Knight Lore	Ultimate
9	Ghostbusters	Activision
10	Rocky Horror Show	CRL

Atari Top 10

1	Bounty Bob Strikes Back	US Gold
2	Archon	Ariolasoft
3	Bruce Lee	US Gold
4	Beach Head	US Gold
5	Drop Zone	US Gold
6	Pole Position	US Gold
7	Air Wolf	Elite
8	Mig Alley Ace	US Gold
9	F15 Strike Eagle	US Gold
10	Decathlon	Activision

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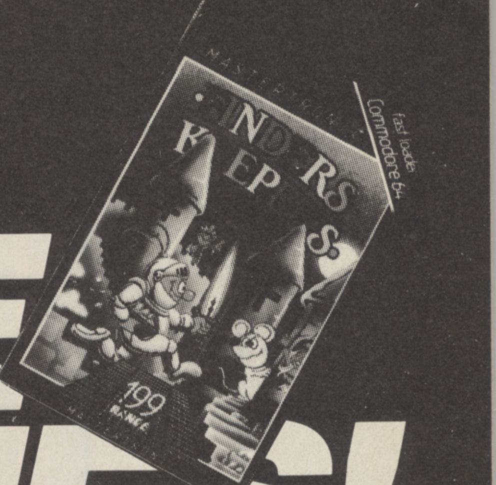

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This month's pick of the arcades, Crazy Rally, has its birthplace in Spain rather than Japan or America. Mike Roberts and Steve Phipps investigate.

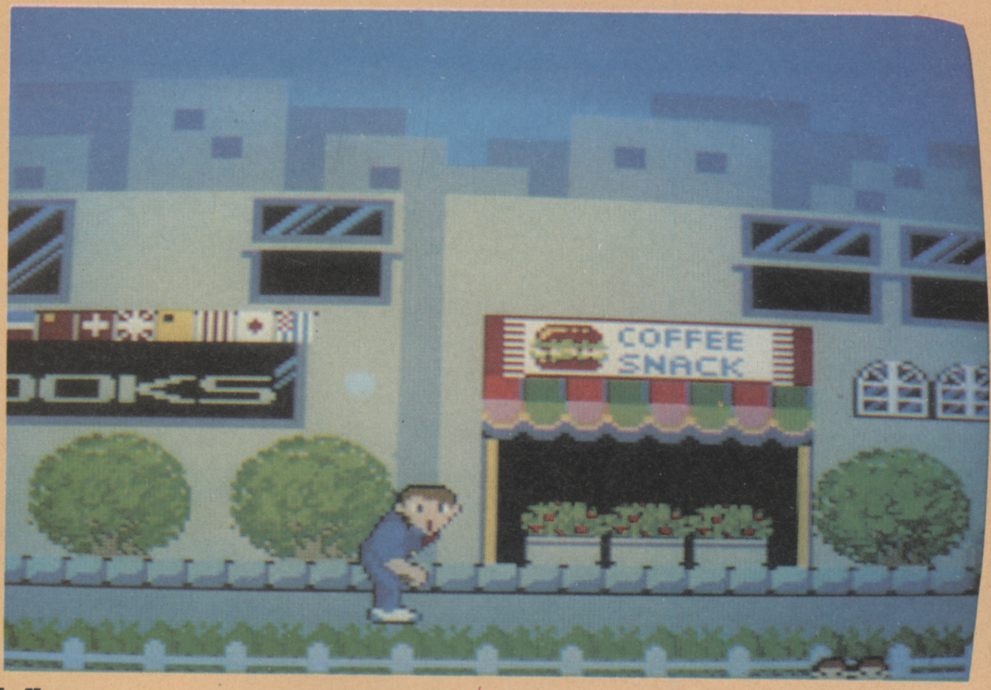
The game is a sit in type of racing game with a steering wheel, gear lever, and accelerator pedal. The screen portrays a plan view of a road race with opposing cars and yourself. The scenarios differ depending upon which section you are on, but they're mainly town and country edge scenes. The main idea is to get to a checkpoint within a certain time limit — rather similar to Hang On from last month.

However, all the other cars try to block your way and knock you off the track or blow you up. You can do this to them for extra points as well. There are two special cars, one of which spreads oil and the other lays down puffs of smoke — rather like being on the victims side in Spy Hunter!

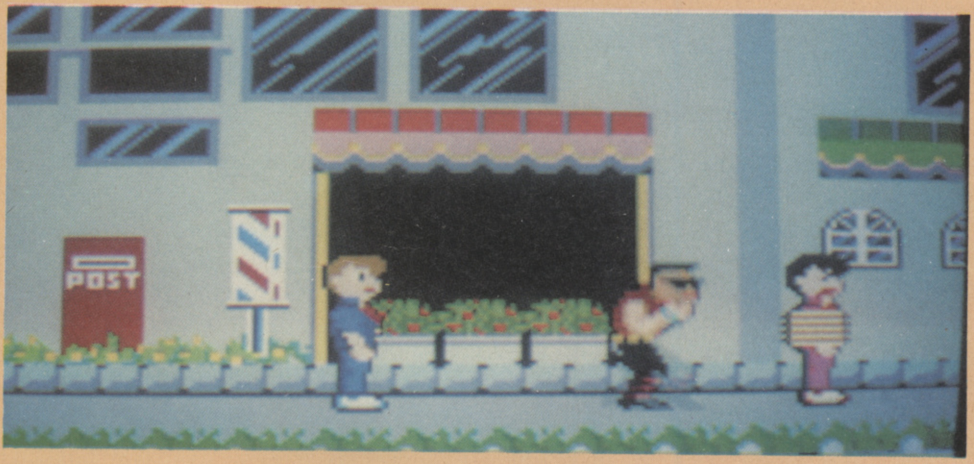
Added inconveniences include ambulances that rush around (and knock you off the road!) and accident sites with fire engines blocking the road. The second level after the first checkpoint is similar to the first as far as I could see, but there is two way traffic. One small point to remember is that the Spanish drive on the right! I got smashed up quite a bit before discovering that one.

The best technique I've found to get any great distance is to only stay in low gear. This gives you more time to react and avoid objects, and you still have enough time to get to the checkpoint with one or two accidents.

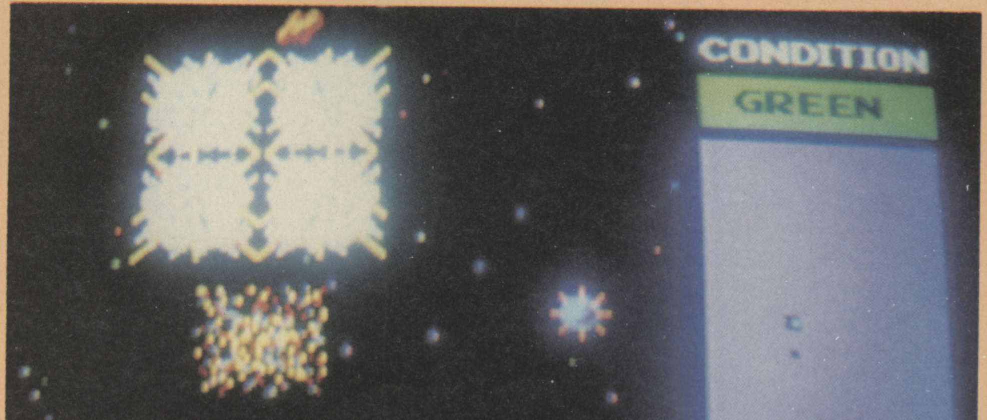
The latest Sega game is a bit more basic than the incredible Hang on, but is still quite enjoyable. You start off by walking down the road with your girlfriend, but a bad guy grabs her and runs off. Then follows an amusing variation on the kung-fu game theme. The non-oriental setting and the good graphics make this an enjoyable game to play, and some of the puzzles are quite difficult to master.

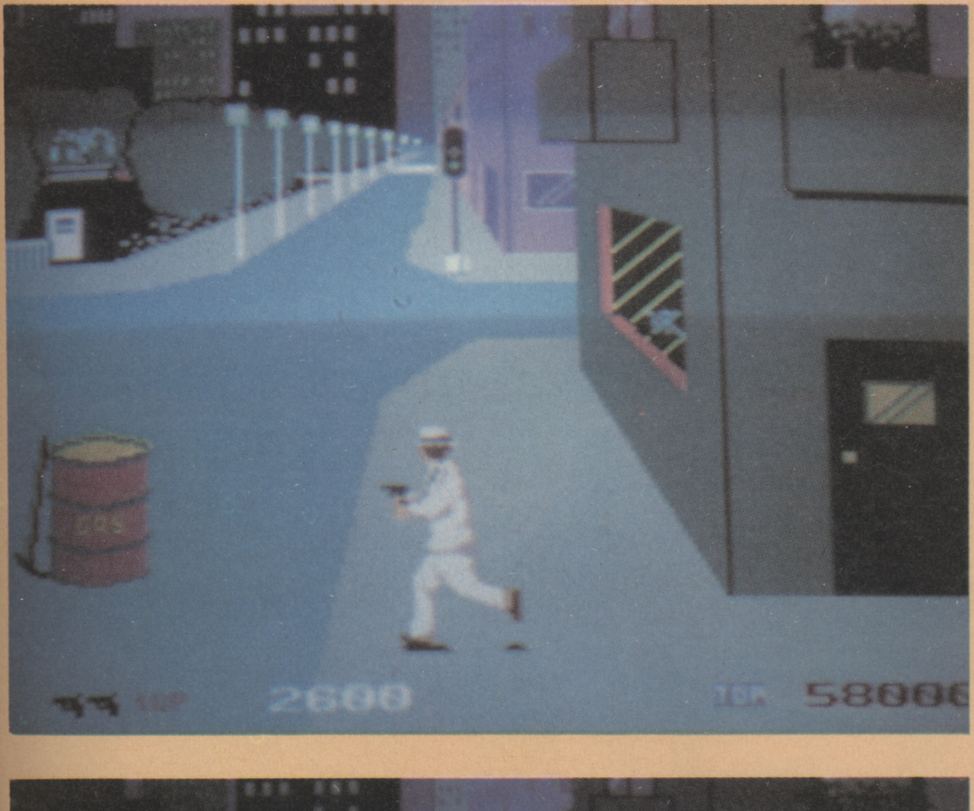


My Hero



Bosconian





Shootout

COIN-OP CONNECTION

Bosconian (as in the baddies in the Lensman series of books by E.E. 'Doc' Smith) is an intriguing zap-everything-that-moves-and-some-things-that-don't game with you as a small spaceship that can fire laser bolts from both ends (ie fore and aft). On each screen there is a pattern of motherships and squadrons of fighters, missiles, mines, and what look like oven ready turkeys, but are probably asteroids.

Each level lasts as long as the motherships do, so it is a good idea to go after them. They are destroyed by knocking out the spheres that surround them or by shooting out the centre when the launching doors are open. In the first few levels nothing happens when the doors open, but in the later levels the opening doors are just prior to a missile being fired, so you have to be quick.

I found that after a short practice you can last quite a long time on this game and that makes it good value on a 10p per minute basis — it's also enjoyable to play.

Shootout is a target shooting game with a difference. At start up you are given the option of going straight into the game or having a practice first. The practice level is set in a shooting gallery where man-shaped targets move around and pop out. Scoring 2000 points here puts you into the main game.

The main game is very similar to the practice session except that the targets that pop out from behind their cover fire back. It seems that there are baddies everywhere — all intent on shooting you. After 10000 points of this you go on to the next screen and I assume after that, the next screen. On screen two the setting changes and some of the targets to. A nice touch is that in the fairground, the roller-coaster can be seen zooming up and down in the distance.

Thanks once more to Gary Newman and all at Dieth Leisure for all their support.

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Snapper	BBC	N Brown	164000	....
Chuckie Egg	Spectrum	William Lacey	2170710	....
Chuckie Egg	Electron	James Jawrie	251100	....
Knight Lore	Spectrum	A Parkinson	98%	....
Death Star Interceptor	C64	D Boyd	250000	....
Decathlon (Ocean)	C64	Stuart Pimblett	181786	....
Decathlon (Ocean)	Spectrum	Ian Pinder	487015	....
Decathlon (Ocean)	Amstrad	Sean Brady	113600	....
Bio Defence	Atari	Mike Roberts	13800	....
Confusion	Amstrad	Simon Green	47500	....
Pole Position	Atari	Simon Jones	128250	....
Pole Position	Spectrum	Graham Divine	64550	....
Pole Position	Amstrad	Graham Divine	59950	....
Pole Position	C64	David Edwards	120830	....
Pole Position	BBC	Alex Roy	106650	....
HERO	C64	Frode Mong	108932	....
Raid on Bungling Bay	C64	Gary Cox	199900	....
Elite	BBC	D Codrington	13437772Cr(Elite)	....
David's Midnight Magic	C64	Gordon Hamlett	711385	....
Ghostbusters	C64	P Harkins	$999900	....
Cyclone	Spectrum	A Parkinson	62020	....
Seaside Special	C64	Mark Watkins	2362000	....
Bruce Lee	Spectrum	Jason Grimshaw	1093725	....
Dropzone	Atari	A S Barry	287150	....
Donkey Kong	Atari	Mark Watkins	97260	....
Spy Hunter	Spectrum	A Parkinson	296000	....
Jet Pac	Spectrum	Chris West	1231670	....
Pitfall II	C64	Phill Goodridge	155328	....
Decathlon (Activision)	C64	Phill Goodridge	11784	....
Raid Over Moscow	C64	P Ford	172800	....
BC's Quest for Tyres	C64	David Jolley	8455	....
Staff of Karnath	C64	Kevin Mundow	7.22	....
Defender	Atari	Claran King	2746800	....
Impossible Mission	C64	P Harkins	31445	....
Psst	Spectrum	Sean Spencer	120840	....
Pajamarama	C64	Damian Drabble	100%	....
Q.Bert	Atari	D Stephens	89750	....
Spelunker	C64	Mike Roberts	138750	....
Xcel	Spectrum	Graham Divine	88% (5 planets)	....
Zalaga	BBC	Paul O'Malley	15007810	....
Frak!	BBC	Paul O'Malley	20000200	....
Frak!	C64	Gary Hodgkiss	99500	....
Beach Head	C64	Gary Hodgkiss	756000	....
Super Pipeline II	C64	Richard Haworth	138510	....
Hopper	Electron	John Bough	11432	....
Chuckie Egg	Electron	Barry Johns	216720	....
Zaxxon	C64	David Webb	63250	....
Zaxxon	Atari	Stephen Lousey	142000	....
3D Starstrike	Spectrum	James Obeirne	1120600	....
Sabre Wulf	BBC	Jawaz Illauin	125000	....
Sabre Wulf	Spectrum	A Parkinson	81%	....
....	....	....	....	....

Here are another collection of hi-scores for you to envy and hopefully beat. If you do, or have achieved great things on a game not listed, then fill in the form and send it to us at the following address:

Hi-Score,
Computer Gamer,
Argus Specialist Publications,
1 Golden Square,
London W1R 3AB

Remember if you get one of your scores printed on the page then you're eligable for your Gamma Intergalactic Award. Full details of all of the awards are available in the club newsletter.

Good luck . . .

Send to: Hi-Score, Computer Gamer, 1 Golden Square,
London W1R 3AB

Name . . . .

Address . . . .

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Telephone . . . .

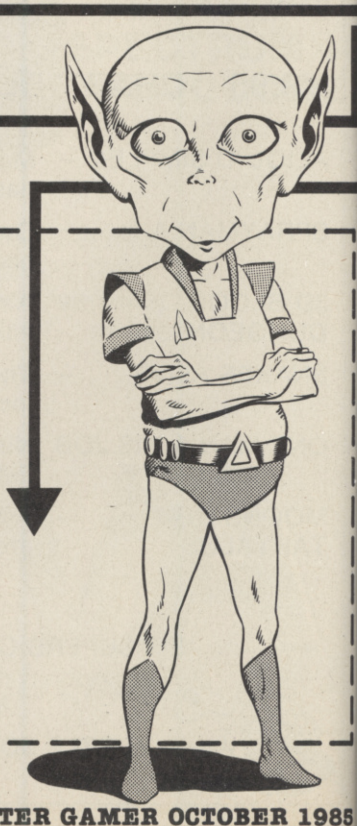
Age . . . .

Signed . . . .

Witness . . . .

Membership Number . . . .

(If not applicable, why not?)



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P·U·Z·Z·L·E·S

"WE THE GUARDIANS"

There are many misgivings within the Universe about the tiny planet on which you live. So far it has been possible to avoid the threatening ripples of destruction that roll out across the oceans of space. The Grand Council has met and has decided what 'to wait is to see'. Soon you will choose which path to take and the Council urges with all its will to choose wisely. They are powerless to intervene — just as We, The Guardians. We can only watch and learn and hope meanings become clear.

We are permitted to tell you just this — that within one of your years from the date of our first transmission the Quest must be fulfilled. In your travels you will meet many strangers, and stranger than strangers. Some will help and offer advice — their goal is your goal. Others seek only their own ends and your defeat. But we stray too far from our appointed task. Keep your wits about you — stay relaxed, but alert. There are testing times ahead.

Your other self, beyond the body, has already managed to escape from the galactic demon (our last encounter) aboard the space hang-glider. The key to the Quest beckons — does it single you out from all others?

Drifting in space you passover an unfamilar terrain of a crystalline structure unfamiliar to earth eyes. The crystals of Viluthian flash before your eyes — beaming out a message which you intercept. Patterns reveal themselves to you . . . and then are lost. A fragment remains. Within it eight of the pulsing, numbered crystals take on a new significance for you. A letter is formed, to add to those who have already gathered.

Square root?

9	13	14	15	12
45	53	16	49	18
6	37	55	50	25
35	17	16	33	42
27	11	23	19	41

Hotline
thesignalgrowsweakthe
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momentyoumustshield
yourselfchooseoneofthese
thingstohelpyoudrownout
theinterstellardininthe
battlethatfollowsitisnot
muchbutitisallwecanoffer
forthetimebeingforwemust
conserveourpowersforwhat
liesaheadwaterairearth
fire . . .

Score 50 for deciphering the message.

Editor's Note to the reader: Readers, we are unable to provide a completed transcript of this bulletin from the Guardians. The interference on the waves has grown too strong and a gremlin seems to have crept into the works playing havoc with all communications. We have managed to salvage these coded numbers which may be of assistance to you . . .

Communication Malfunction
8 20 18 1 5 20 5 14 1 12 16 5
8 20
25 15 12 16 18 21 15 14 9
23 1 16 1
25 15 18 20 19 5 4 15 20 20
5 19
14 18 1 5 15 25 5 23 30 5 14
1 12 16 5 8 20
14 18 21 2 4 14 1 18 5 20 19
1 12 2 15 20
20 8 7 9 12 15 20 5 13 15 3 5
23
20 8 7 9 14 5 8 20 6 15 20 21
15 13 15 18 6

Score 1 point for every number correctly decoded
Max Score 1

. . .channels are open again. The force whatever it was has departed; maybe its powers are still limited — or it was playing with us? We do not know much of this bulletin you missed. Let's hope it wasn't enough to do permanent damage.

Did you bring a chosen item with you? One of the numbers below could result in all our written communications being destroyed — records that we must keep if we are to arrive at an answer. Which number and which item would be of use?

Recorded Delivery

-459
32
212
451

Score 100 points for right number
100 points for right item.
(See answers in newsletter)

You are drawing closer. Till the next time, we the Guardians say farewell.

Next Time
Your travels take you further into the depths of space. . .where you encounter an drifting in space. . .and Borrgot The Great, Prince without a Kingdom.

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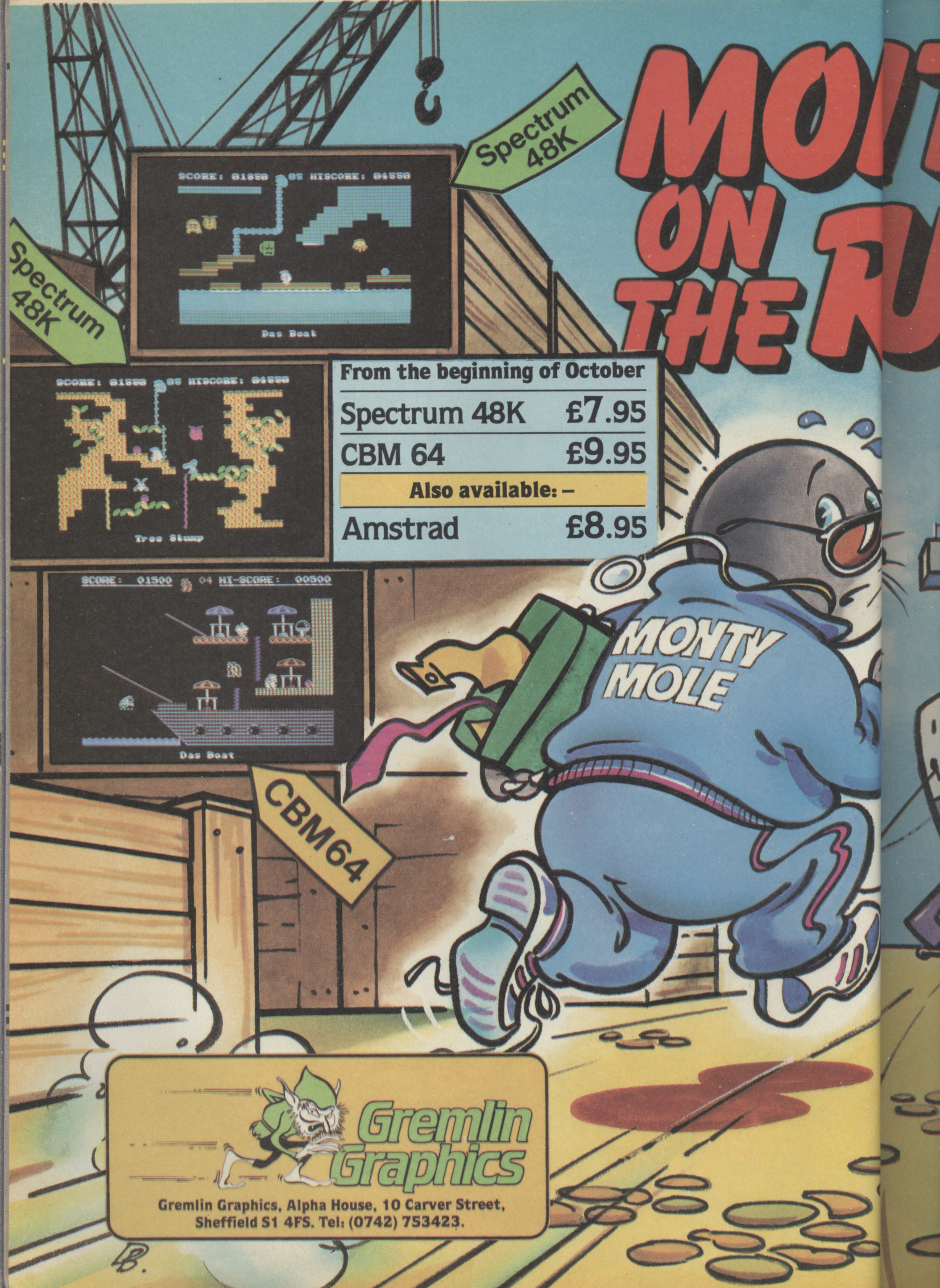
BLADE RUNNER
A VIDEO GAME INTERPRETATION
OF THE FILM SCORE
BY VANGELIS
AND
MPS
HOTEL
ZONE 4
ONE WAY
BONDO
DON'T WALK
NO WAITING
TAXI
CRL COMPUTER
CRL
The Dream Makers


MO
ON
THE R
Spectrum 48K
Spectrum 48K
CBM64
SCORE: 01850 05 HISCORE: 04550
Das Boat
SCORE: 01550 05 HISCORE: 04550
Tree Stump
SCORE: 01500 04 HI-SCORE: 00500
Das Boat
MONTY MOLE
LB.

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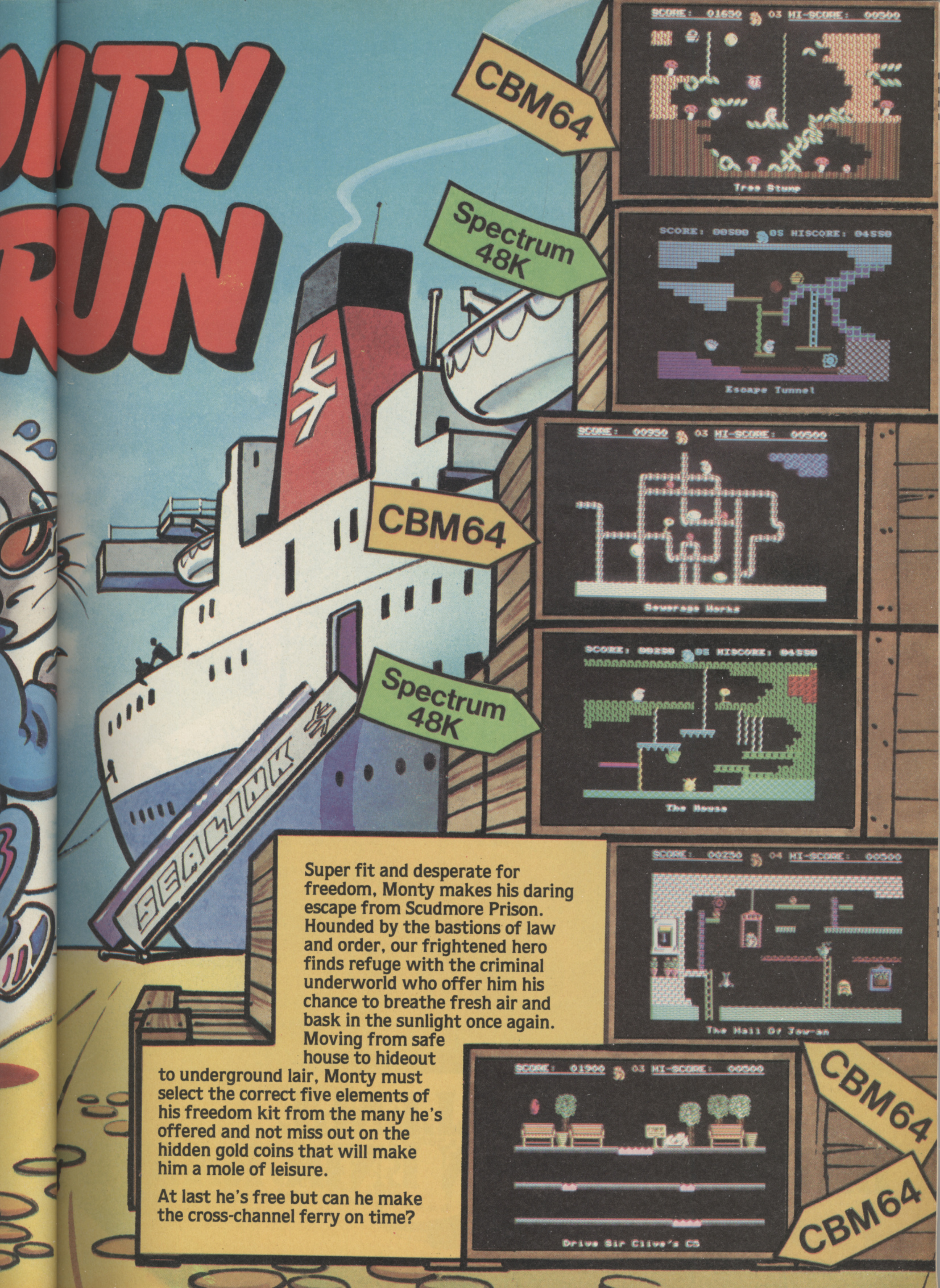
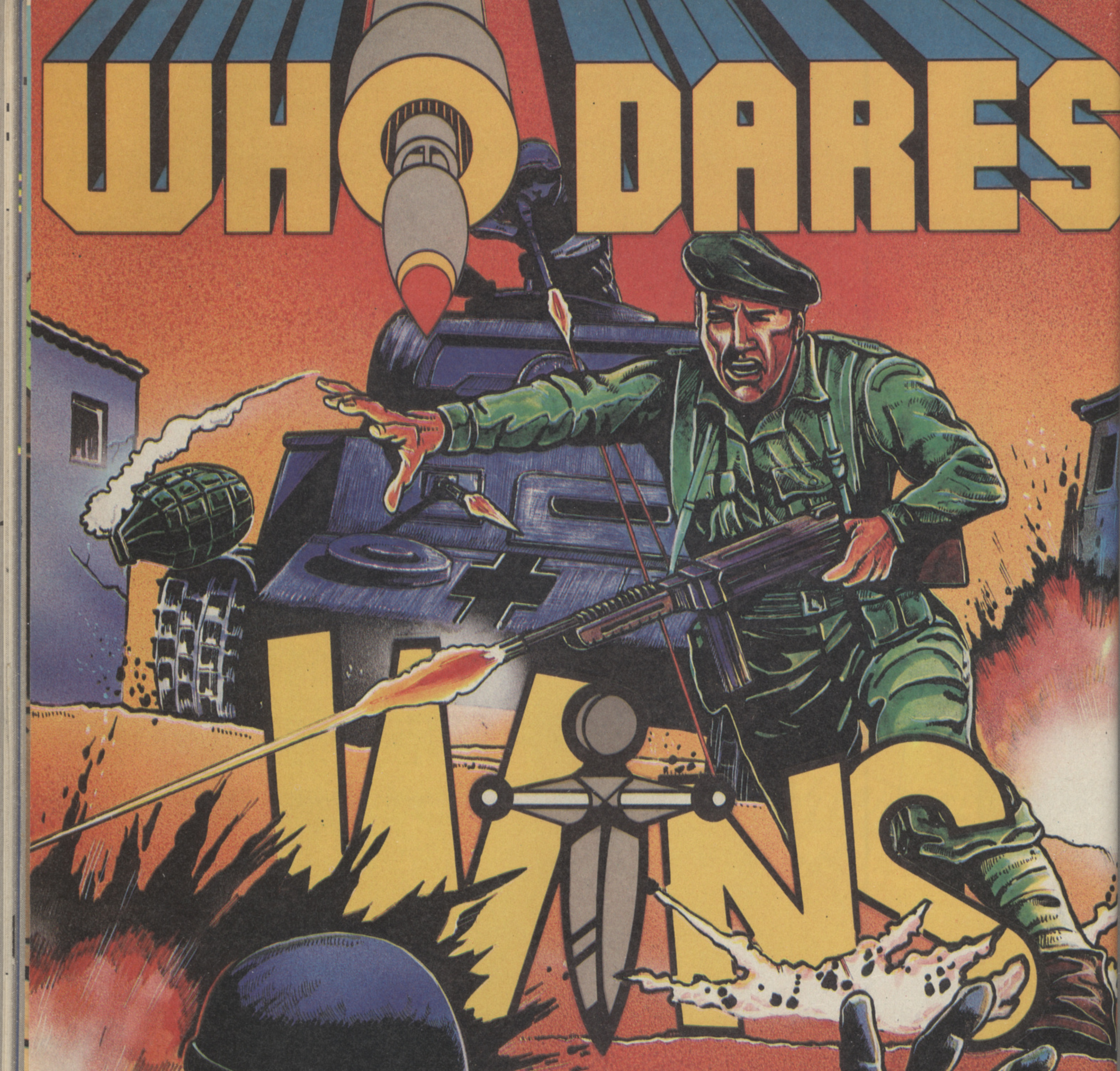
Sheffield S1 4FS. Tel: (0742) 753423.


NTY
RUN
CBM64
SCORE: 01630 03 HI-SCORE: 00500
Tree Stump
Spectrum 48K
SCORE: 00500 05 HISCORE: 04550
Escape Tunnel
CBM64
SCORE: 00950 03 HI-SCORE: 00500
Sewerage Works
Spectrum 48K
SCORE: 00250 05 HISCORE: 04550
The House
SEALINK
SCORE: 00230 04 HI-SCORE: 00500
The Hall Of Jaw-an
CBM64
SCORE: 01900 03 HI-SCORE: 00500
Drive Sir Clive's C5
CBM64

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance to breathe fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from the many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.

At last he's free but can he make the cross-channel ferry on time?



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READERS C-L-U-B

The Computer Gamer Readers Club is a FREE club open to all readers of Computer Gamer. All you have to do is to fill out the form on this page and send it to:

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London W1R 3AB.

What do you get out of it? A FREE news letter once a month with offers, club activities and news. The chance to participate in the Gamer Club ratings scheme, this is a scheme where by performing various tasks a member can fill up his membership cards with the ratings (rather like Scout/Guide badges). On completion of all tasks the person is awarded the Master Gamer Award — and can be very proud of himself indeed.

But enough of this, fill in the form get yourself an SAE, bung our address on the front of another and dig yourself up a stamp. Then you can see what it's all about.

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

Reader's Club
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Argus Specialist Publications Limited
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London W1R 3AB

Do not enclose any other correspondence in the envelope — ONLY your application.

NAME ....
ADDRESS ....
.... POST CODE ....
PHONE NUMBER ....
AGE ....
TYPE OF COMPUTER OWNED ....
ACCESS TO DISCS ....
YOUR MAIN GAMES INTEREST: ARCADE/ACTION ....
ADVENTURE ....
STRATEGY ....
SIMULATIONS ....
OTHER (SPECIFY) ....
WHAT COMPUTER MAGAZINES DO YOU BUY? ....
....
WHAT OTHER MAGAZINES DO YOU BUY? ....
....
WHAT TYPE OF FILMS DO YOU WATCH? ....
....
WHAT TYPE OF BOOKS DO YOU READ? ....
....

Computer Gamer Readers Club
Token No.1
OCTOBER 1985

Computer Gamer Readers Club
Token No.2
OCTOBER 1985

Computer Gamer Readers Club
Token No.3
OCTOBER 1985

THE TROLLS TAVERN

Enter the Trolls Tavern for all that's new in adventure. Simon Clarke, The Encriptor, is your guide.

''Hail & well met!

Give me pause to take breath and to remove this blood encrusted armour from my weary body, and I shall tell you a tale of great ADVENTURE!

'Twas a dark time for all — Warriors, Barrowrights, Magicians & Fools, Witches, Hobgoblins, Spectres & Ghouls — all did feel lost and without purpose. For many moons did they wander aimlessly — even the lost souls didn't know where to go, which was unusual, as most lost souls, despite what their name may suggest, have quite good senses of direction. There was just nowhere for them to go to obtain adventure.

Things were getting serious

It was on a chilly midsummer morning that a young hogwart — a particularly clever hogwart called Peewee — stood up from the crowd of his friends who had been having their breakfast round the camp fire. ''Enough! I can't stand it any longer — I'm sick of it!'' and with that he slammed his hairy little three-toed foot down on the soggy grass. Burpalot, the Hogwart Chief, gave a disgruntled snort and mumbled that his breakfasts weren't **that** bad.

''I'm not talking about your breakfast, Burpalot, I'm talking about the total lack of adventure in the galaxy nowadays — its so dull without it. We must find a way to bring adventure back to the world. And there is only one person powerful enough to bring about this change — the great Magician of CeeGee!''

His friends recoiled in horror. ''Peewee!'', they cried as one, ''You cannot be serious! No-one who travels to the stone towers of CeeGee ever return to tell the tale.

I am quite aware of the dangers, that is why I shall go alone. Do not try and stop me, my friends, as my mind is made up.''

And so it came to pass that brave little Peewee did forsake his fears, which were many, and embarked on his perilous journey through the underground and onward to Golden Square, until finally he reached the awsome stone Towers of CeeGee!

''Wow!'', sighed Peewee, ''Doesn't anyone ever clean this dump?'' After spending some ten minutes chatting-up the pretty girls on the towers reception desk, Peewee climbed the marbled steps, and with trembling hands, turned the ornate knobs on the huge old Oak doors, and entered the Magician's hall.

At first it was difficult for Peewee to focus his eyes on anything, but soon he became accustomed to the thick smoke haze. There was a stirring from the end of the hall, and a voice boomed out: ''Approach little one, and state they business.''

''Oh great Magician we your humble followers are without adventure, and therefore without hope — can you help bring light upon this world?'' The Magician, never one to admit that there wasn't anything he couldn't handle, replied ''Yes, I believe it can be done, but we shall need to obtain the services of. . . . . .Clarke — The Encriptor.''

The Magician held back his head, and began to chant a powerful spell. At first nothing happened, but then a vision appeared above their heads. It was of a fluttering White Silk flag, with the name CLARKE spelled out on it in gold thread. Underneath the name was the words ''Potentia et Gloria''. There was a airy silence in the room, then a voice came from the vision.

''I know of your plight, my children, and I shall help you. Let the word go forth to every outpost of the galaxy. Tell every creature in the relm that today marks the dawning of a new era — one of ADVENTURE. See that the word be spread — for today THE TROLLS TAVERN opens for business and all shall be welcome. There will be news, reviews, chit-chat, gossip, help, hints, competitions, letters, and so much more — more than anything else in the galaxy today.

Peewee was overjoyed. ''Yippee! We are going to get adventure! Pages and pages of it! I must go and have a word with my news agent.''

Hail Cave Crawlers!

Welcome to The Troll's Tavern, where all your dreams can come true.

The Troll's Tavern is a new regular part of Computer Gamer — it can be thought of as a magazine with a magazine. A section for Adventures only, where arcade games, hardware reviews and the suchlike are banned. A place to read all about what is happening in the adventure world. Read about new releases, and everything else that the top adventure producing software houses are upto. We will be having special features, like our Heroic Warrior adventure, ''Bedeon's Journey'' spread over the next few pages, and much more. There will be a regular helpline section with plenty of hints for all the popular games, plus letters and tips from other readers. There will always be a steady stream of reviews on the very latest games, with in-depth descriptions and, whenever possible, screen-shots.

One thing we must have though, is FEEDBACK. We want your letters, your comments or suggestions, or even constructive criticism — if you feel you have anything to say then write to me and tell me all about it — we'll try to publish a good selection of your letters each month.

Another thing we need is some help. If you have sold an adventure and can send us your tips and maps then you will be helping us to help your fellow adventurers — just think, **you** may be very glad of someone sending in some tips when you are in trouble.

So send in all your maps, hints, tips and suggestions for the column as soon as possible. I would especially welcome tips and maps for the following games:- Feasibility Experiment; Tir Nir Nog; Asylum I & II; Deathmaze 5000; Sherlock; Red Moon.

So send everything you can to:-

The Encriptor
The Troll's Tavern
COMPUTER GAMER
No.1 Golden Square
London W1R 3AB

We shall also be taking a look, in the near future, at the thing that started computer adventuring — FANTASY ROLE PLAYING GAMES. FRP is now an incredibly popular worldwide pastime, with many computer adventurers dipping their toes for the first time into the vast fantasy pond. Your intrepid encriptor shall be taking a good long look at the fantasy role playing world, and seeing just how related it is to its new Computer brother. Also we shall be looking at the role playing aids — the miniature figures, and mapping systems, and seeing whether they could be used to assist the computer adventurer.

If any of our readers is also a FRP player, please write and tell us how you became involved in these sort of games — what came first, computer adventure or FRP? We want to hear from you.

Also on the agenda is a close look into ADVENTURE WEEKENDS. This is where you pay to spend the weekend (or a whole week if you wish) running around in dark smelly caves dressed as Knights, hitting each other with wooden swords — or similar antics. There are a quickly growing number of these weekend centres springing up, and I hope to be able to visit one or two and relay my findings. What are they, where are they, how much are they, and are they really worth it?

BEODEN'S JOURNEY

by Gordon Hamlett

Introduction

All you need to play this game is pencil and paper and an ordinary six sided die. You play the part of Beoden the Dwarf and the game covers part of his quest. All you have to do is get him safely through the forest. Throughout the game you will be referred to certain numbered paragraphs which run down the side columns of the adventure pages. These will describe what you see and what choices you have available to you. These choices will refer you to different paragraphs and so on. There are many pitfalls to hinder you on your way but don't worry too much if you fall into them — it is still possible to win, you will just need an awful lot of good luck. There are also many ways to die, not least of which is in battle.

Combat

Throughout your quest you will need to fight many adversaries. Combat is based on two factors, strength rating and life points and is determined by rolling the die.

Every creature has a given strength rating (SR). Roll the die and add this number to the SR. Now do the same for yourself and compare the two scores. The higher number wins that particular round and inflicts damage equal to the difference of the two scores on his opponent.

For example: You have an SR of 10 and roll a 4 giving a total of 14. Your opponent has an SR of 8 and rolls a 3 giving a total of 11. Therefore you inflict 3 (14-11) damage points on your opponent.

The number of damage points is subtracted from the number of life points. When the number of life points reaches zero, that person is dead. Combat always continues until someone dies.

Sometimes you will find magic weapons to help you. These may add to your combat total or subtract from your opponent's.

For example, assume that you have a magic sword giving a +1 bonus and your opponent has a defective shield giving him −1.

You: SR = 10 + 2(die roll) +1 (combat bonus) = 13

Him: SR = 12 + 3 (die roll) −1 (combat bonus) = 14

Result = you lose one life point (14-13)

Initial Values

Your strength rating is 10. You have 20 life points. (NB-Your life points can never go above 20.)

On the course of your journey, you may well visit some places more than once. If you have picked something up or killed a creature first time round, don't do it again.

The opponents combat strengths will be in the form of SR/LP, so, for example, a goblin with SR/LP of 8/13 will have a strength rating of 8 and 13 life points.

Starting Off

Go to paragaph 1.

Beoden's Journey continued

1. Another war between the dwarves and the goblins seems inevitable. As Beodon, second son of the Dwarven King Beomir, you have been helping your tribe prepare for battle ever since the last snows of spring melted. One day, your father takes you to one side explaining that he has an important task for you. He needs a trusted messenger to reach King Thradnor of the Southern Dwarves and so mobilise his army. He cannot risk sending your elder brother as he would become King should your father be killed.

   You set out, somewhat nervously, equipped with chain mail armour and a battle axe. After travelling without incident for several days you see a large forest looming in front of you. As steep mountains climb on either side of the forest, it appears that you have no choice but to go through it.

   Go to — 28

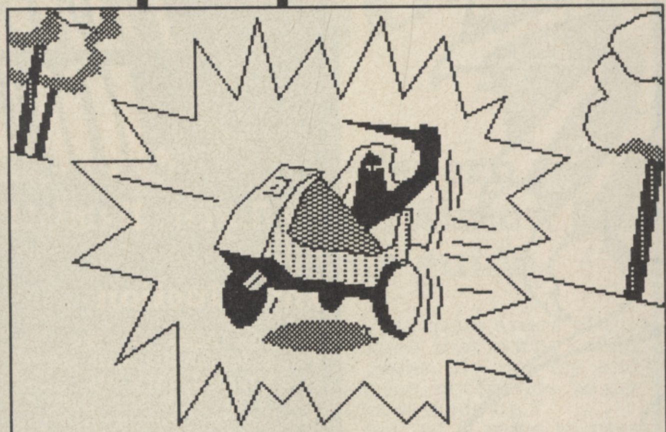
2. Without warning, the path opens out into a clearing in the middle of which is a circular, white tower about fifty feet high. Upon closer examination, you see an open door at the bottom with a clockwise spiral staircase leading up to a chamber at the top from which, even at this distance, you can hear a loud snoring sound.

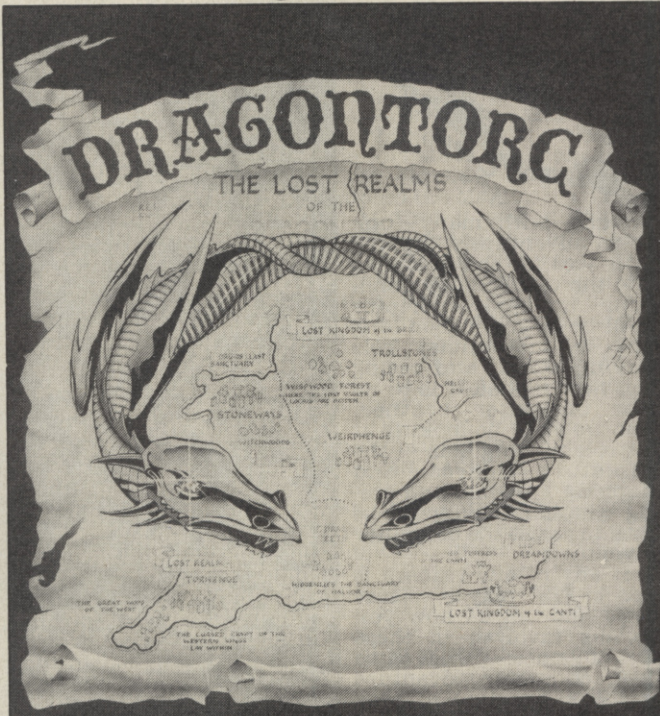
   To go up — 43
   To go west — 21

3. You cut down a large stick making a mental note to avoid any passing druids. The spirit of the ruby dies with the spirit of the tree and is now a worthless piece of glass. You take your stick to the pool and prod the rocks. A few chunks of limestone break off revealing the skēleton of a human sized figure. Around his wrist is a metal band. with a deft bit of fishing, you pick up the band and find there is a key attached to it.

   Go to — 34

ADVENTURE





News

Good news for Amstrad adventurers as Taskset and Hewson are set to release two new games.

Hewson Consultants have released the Amstrad conversion of Dragontorc which is the sequel to the "adventure movie", Avalon. The game combines the joystick skills of an arcade game with adventure style problem solving. Amstrad Dragontorc is available from Hewson Consultants and costs £7.95.

Souls of Darkon is the first adventure from a Taskset who are better known for arcade games such as Super Pipeline.

Souls of Darkon casts you as its hero as you, with the aid of your faithful friend "Komputa", set about to free the people of the planet Megron from the devasting evil power of the curse of Darkon.

The game is described as a classical style adventure with graphics which will soon be converted for Spectrum and C64 computers.

Souls of Darkon will be sold on cassette from mid September for £8.90.

Bored of the Rings

This parody of Tolkien's Classic is being relaunched by Silversoft for the Spectrum and BBC computers with versions planned for Amstrad and the new half price QL.

The new version will differ from the original Delta 4 game by the inclusion of more graphics and additional locations such as Berkwood and the River Anadin as well as posing new puzzles such as where all the C5's have gone.

The new "improved" version will challenge and infuriate Tolkien fans for £7.95.

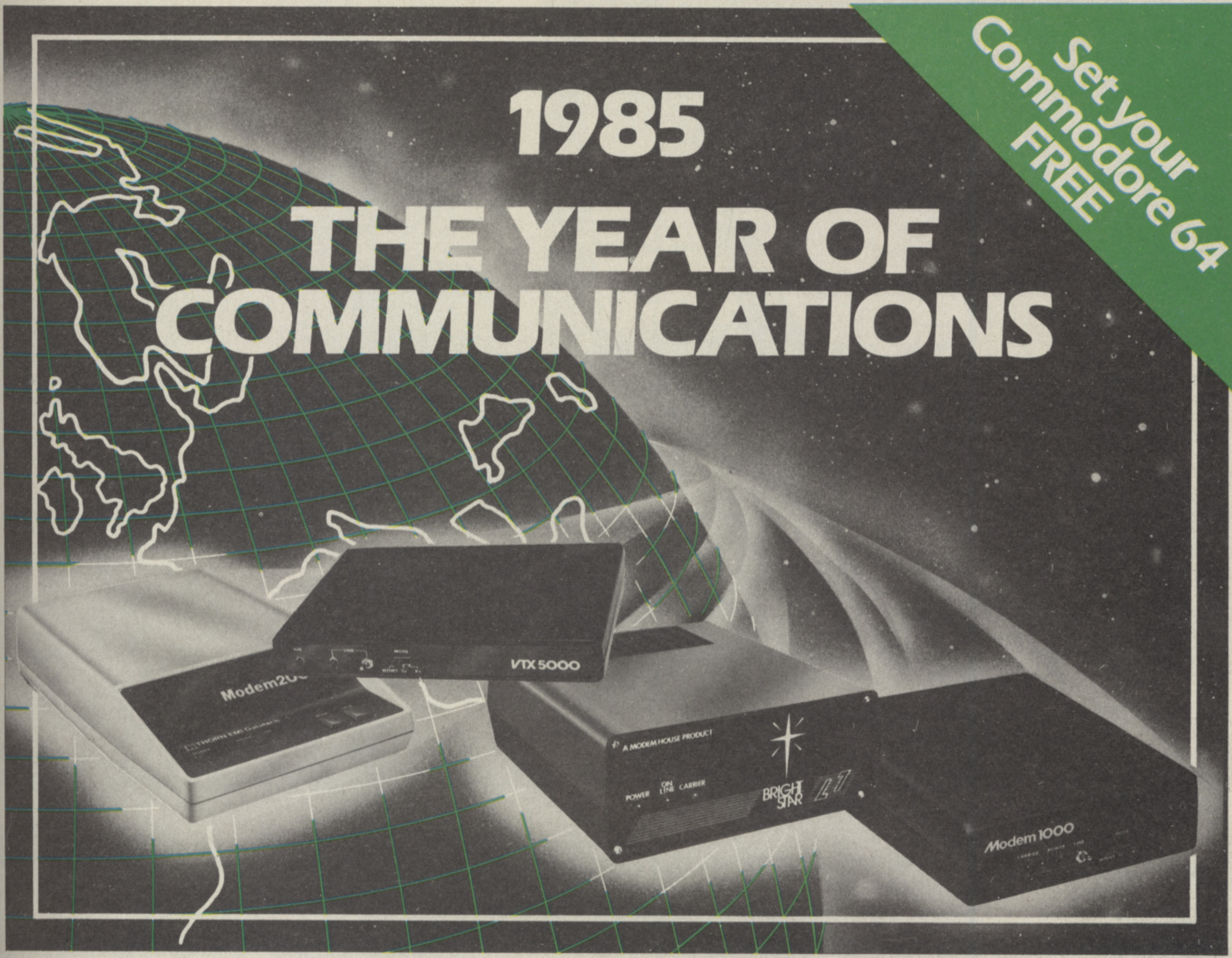
SUNDIAL SEE'S THE SUN AT LAST! — So, the (in) famous Golden Sundial of Pi has been won. After three years the search is over with two young ladies discovering the jewelled treasure in the month of the famous chalk horse.

But wait a moment. This discovery comes at a time when Automata are being attacked for the Sundial not being found — being accused that it is all one big fake. In fact, some were so scathing about the Pimania hunt, that they demanded an update of the state of the hunt — none was forthcoming. One month later the Sundial was found. It does sound very fishy.

I for one believe that the Sundial has existed right from the start, and that it was very unfortunate that it was discovered at the height of the hoax allogations. Long live Automata. When are we going to get another Pimania type game, complete with fabulous prize? We're waiting to hear from you boys.

So lets move merry onward to the rest of the section. Keep those letters flooding in, and don't let the pesky Dwarf steal your Gold again!

All the best,
THE ADVENTURE MASTER



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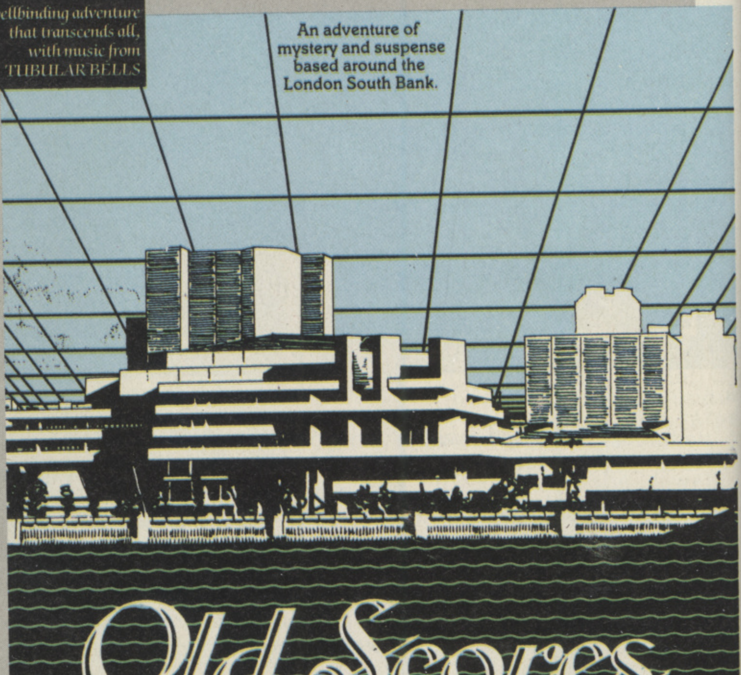
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ADVENTURE HELPLINES

And now a few of this months pile of letters:-

Q

Dear Computer Gamer,
I have just received number five of 'Computer Gamer'. As per usual I opened it and turned straight to the Adventure Helpline. Yet I still not found a tip for any ORIC-1 adventures. I know that the Oric is not the most popular computer in the country, but surely I'm not the last of an all but extinct race.

So to make my day/week/year would you please answer this question. How do you light the lamp in 'Feasibility Experiment' by Digital Fantasia? I have tried using the flint and metal block but I just can't get the lamp to light. You are my last hope. I am at my wits end. Please help.
Yours beggingly,
Lee Mc D.

A

Simon replies — "I'm sure that it must be very frustrating to own a machine that receives so little coverage, but it must be said that this is, in the main, due to the software houses 'dropping' the machine. If the software houses don't produce any Oric software, then magazines such as Computer Gamer have nothing to cover! It's a vicious circle, and as all ways, it's the loyal computer user like yourself who loses out.

In Feasibility Experiment you will also need not only oil but also a wick before you can use the lamp."

Q

Dear Computer Gamer,
I bought Computer Gamer out of interest and found that it was an excellent magazine and I noticed your Adventure Helpline. Oh, by the way, I'm from the land down under!

I'm having trouble with 'Hampstead' by melbourne House. I have read other reviews and they have mentioned several things I cannot find. There is supposed to be an object in the industrial maze, but I cannot find it. I hope that you can help me.
Yours faithfully,
Andrew Lockhart, New South Wales, Australia.

A

Simon replies — "Gidday! It's nice to see that Computer Gamer reaches the parts other magazines cannot reach!

As for the industrial maze, yes there is a very important object there — just follow these directions: N, E, E, NE, E, E, NE, N. Then simply go SW to get out again.

Watch out for an indepth review of Hampsteads follow-up "TERROR-MOLINOS" comming soon in the Troll's Travern!"

Q

Dear Computer Gamer,
Firstly, let me say how much I enjoy your magazine — if only the adventure section were bigger.

My main reason for writing is to ask if you are going to do any type of feature on these 'Adventure Holidays' which are being advertised quite strongly. I really like the sound of going on one but I'd like to know whether they are any good or not before I fork out £45!

Have you ever tried any?
Yours faithfully,
Mark Lucas, Norfolk.

A

Simon replies — "Thanks for the compliments — I hope you like the new look and bigger adventure section we have now.

There are quite a few of these adventure holiday centres springing-up, and they do appear to be extremely popular. Places such as TIMESCAPE and TREASURETRAP have been around for a little while now, so I feel they they do warrant further examination. I have not as yet been to one of these centres myself, but hope to be able to book myself up at one or two over the next few months. If you are considering going on one of these adventures, then I have been told that TREASURETRAP is highly recommended. The adventure costs just £10, and this £10 will be deducted from your membership should you decide that you wish to join. You can get further details on TREASURETRAP from SWORDARCH LTD, Chislehurst Caves, Old Hill, Chistlehurst, Kent."

Hitch Hikers Guide to the Galaxy

1. The junk mail isn't! It does, however, keep Robots busy.
2. If you find yourself enjoying poetry you could soon receive a plotter before taking a space walk.
3. Listening in the dark reveals all — if you are persistant.
4. Your computer lies — look around the engine room.
5. After a little constructive work, pulling the switch puts you in the dark again — often it is easy to come to your senses, but looking at darkness is a little obscure.
6. Fluff is easily left behind or blown away — store it in your bags, boxes and pockets.

Thanks to David 'Janx' Harold — more HHGTTG tips next month.

Sherlock

1. To prove Foulkes is innocent, say to Lestrade "HE WAS IN OPIUM DEN".
2. While in Portman street open the safe in Tricia's house and get the folder and the note.
3. Confessions are more likely at midday.
4. Examining water can be very dangerous, unless you are carefull.

Adventureland

1. To move a seemingly immoveable object, simply BEAR your anger a little!
2. To halt a hot flow, a building you must go!
3. To steal an Egg, you must first make the Dragon buzz-off.
4. AWAY up from the lower levels is possible, providing that you say the right word.

Beoden's Journey continued

4. You horrid little toad! There is no way you can get to this paragraph without cheating. As you realise your shame, you decide to renounce your quest and live the life of a hermit in a damp little hole somewhere, hoping against hope that your family never discovers your unworthiness.

5. Having disposed of the goblins you take a better look around the cave. There are three smaller caves in the N, E and S directions.

   To go N — 16
   To go E — 25
   To go S — 8
   To leave the cave — 32

6 The leaves impart a sense of well being. You can harvest enough for three doses, each of which will cure 1-6 damage of points (roll one die).

   Go to — 37

7. The path continues in an E/W direction, climbing towards the E as you get nearer the mountains.

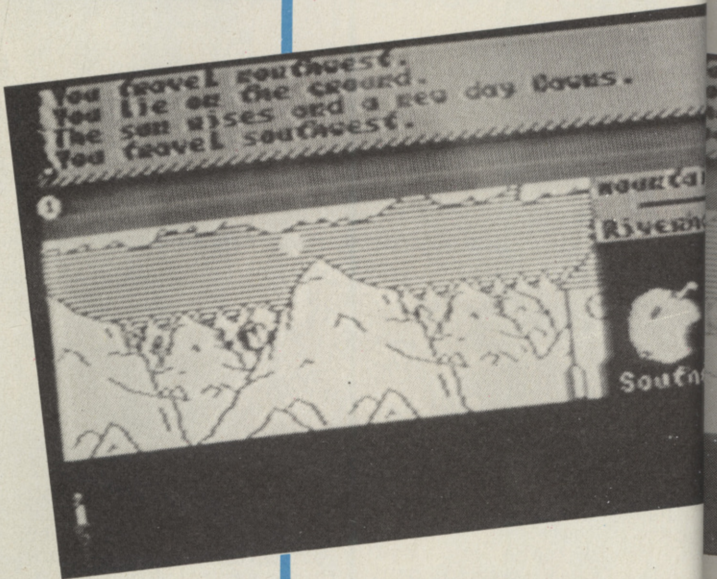
   To go E — 32
   To go W — 38

8. You are in the kitchen and there is a delicious smell of rabbit stew. Realising that you are ravenous you try a bit and find it surprisingly tasty. Eating the rest, you feel much better. Add two to your life points.

   Go to — 5

9. It does not take long to discover the cause of your anguish. The path has opened out into a clearing in which a large hut has been thrown together. Standing in front of the door is an enormous ogre. His keen sense of smell detects a possible meal and he turns round. Giving a grunt of satisfaction at so easy a picking, he charges towards you. He has an SR/LP of 15/30 and also an exceedingly thick, leathery skin which means that you only do half damage points (round down fractions).

SORDERON'S



You travel southwest.
You lie on the ground.
The sun rises and a new day dawns.
You travel southwest.

Subtitled the "Legend of Elindor", the game combines Lords of Midnight, style landscaped graphics with a 750 word text adventure. Tony Hetherington heads for the unknown.

Beyond Software's latest blockbuster casts you as it's unknown and unnamed hero as you're summoned from your own time to save the land of Elindor.

The land is under the shadow of the evil wizard, Sorderon and his lieutenant Manic Treeblower. Together they have slain the King, and destroyed all that stood before them. Then Sorderon raised the dead to form his armies of Kremen and Krillan who rule the land.

A few lords survived this onslaught and have summoned you to help them. Your only way back to your own land is to slay Sorderon and free the land.

The Tasks

To finish the game you will have to successfully complete the legendary, nine tasks of the un-named one. These take the form of nine cryptic clues that if solved correctly will guide you through the adventure. However they vary dramatically in complexity and the difficulty of the task involved. For example the first task is to follow the guide North and pay heed to his words. This is simple enough and only after a few attempts you should discover what your supposed to do. Task 3 isn't so simple as its to gather the remaining free Lords of Elindor. Not only are they scattered throughout the land, an incredible amount of legwork is required to get them to join your cause. Kerral the Club Giant is a prime example for although he is a mighty warrior and definitely worth having on your side he's locked in a magical sleep. Apparently a green wyrm knows where he lies but you'll need Morkoth, a healer, to wake him — but he'll only help you if you bribe him with a treasure he really wants which unfortunately is presently owned by the Prince of Bagul. Once you've finished that little lot there's only four more Lords to find.

Then you must make a new staff of power and finally discover and use the means to destroy Sorderon.

As you can see Sorderon's Shadow isn't a game that your likely to complete in a few hours.

Game mechanics

The games mechanics are a hybrid of a text only adventure with a 750 word vocabulary and a "Midnight" style landscaped game with single key commands.

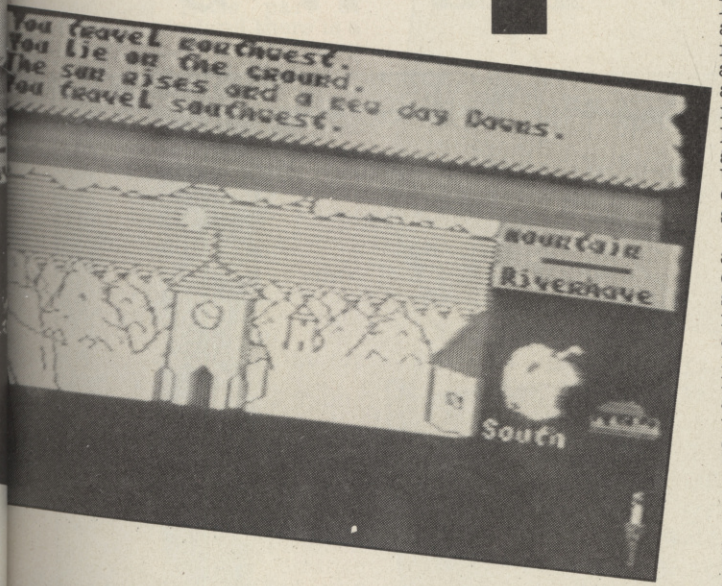
The landscape view dominates the screen display and shows 8 views (North, South, East etc) of each of the games 4100 locations. This makes a staggering 33,000 views! Each view shows the mountains, trees, lakes, and buildings that you can see in that direction underneath some ominous rolling clouds.

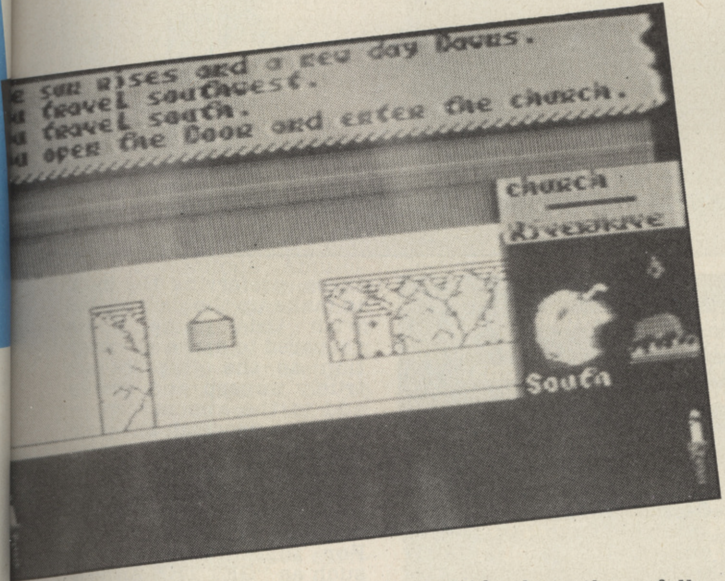
The passage of time, in this real-time adventure, is shown by the passage of the sun across the sky as well as a skull that slowly rises from a fire until at midnight, when it is clear of the flames, the evil hordes walk the darkened land.

The landscaped views are accompanied by a text description of each location which appears in the scroll at the top of the screen. Below this scroll is a superb 3 line text editor.

Here you can input, edit and even store your text commands that control your more adventurous actions using a vocabulary that rivals the best of the

S SHADOW


You travel northwest.
You lie on the ground.
The sun rises and a new day dawns.
You travel southwest.


e sun rises and a new day dawns.
u travel southwest.
u travel south.
u open the door and enter the church.

text-only adventures. Movement commands supplement the single key commands and include ascend, chase, follow and swim. More general commands include burn, bury, cut, distract, rub, pray and summon which aren't usually found in an adventure. Finally, shout and speak allow you to talk to the other characters in the game.

Men and Magic

These all have their own personalities, aims and requirements and will carry out their own business in this a real-time game. Having said that they fall basically into three groups. Some will help or follow you immediately, others will need some persuading and will set you a task to perform this usually involves stealing (or retrieving) an object held by one of the third group who are obviously out to get you.

Magic forms an important part of the game for most of the nine tasks can only be solved if you use one of the many magical artefacts. These include an Amulet to protect you from the Krillan, the component parts of the staff of power and the spell that will destroy Sorderon.

Solving the game

If you are to solve the adventure you must first realise that it is still an adventure which consists of a series of puzzles that must be solved. This is important as it is too easy to go exploring the landscape until you are inevitably cut down and die with a zero score.

Naturally, a certain amount of mapping is required but one way, sightseeing tours are not recommended. As in any adventure you should make copious notes and frequently use the pause and save commands particularly before and after crucial encounters. Too many adventurers have died while celebrating a small victory.

Remember that it's a real-time adventure and therefore you should use the single key commands as well as having a few useful phrases stored in the text editor for emergencies.

Finally in a game that can take a year of game time, it is important that you remember to eat and sleep regularly. Your health is displayed as a half eaten apple that changes colour as you weaken through hunger and tiredness. If it's white your healthy and ready for battle, but if it's heading towards blue then find a safe place to rest. If you don't you may fall asleep in the open and never wake up!

Conclusions

Sorderon's Shadow combines the best of text adventuring with the highly successful landscaping techniques to produce a game that sets new adventure standards.

The superb text editor and command store overcomes the usual problems of realtime adventures and provides the user with the means of entering complex commands quickly in life or death situations.

The nine clues relating to the tasks you must perform, give the game a much needed framework that should restrict aimless wandering around an immense playing area.

All in all an enjoyable game that will keep adventure buffs burning the midnight oil.

However, because of the differences in size between you, he finds it hard to hit you so subtract 2 from his combat rolls.

If you win — 41
If you lose — 33

10. You are warned! A large section of turf gives way, you lose your footing and get sucked underground. You see some breathtaking stalactite formations which are your last memories as your body is broken on the rocks.

Go to — 33

11. You are on the south side of the ford. Scrambling up the grassy bank, you continue south.

Go to — 21

12. The water is cool and refreshing. Heal two life points (once only).

Go to — 34

13. After a bit of struggle and a couple of scraped knees, you make it to the nest. A quick look inside reveals lots of shiny material and an egg but you get no further before the hawk launches a vicious attack on you. The hawk has an SR/LP of 11/11.

If you win — 20
If you lose — 33

14. The armour cleans up beautifully and even though it is slightly too big for you it is better than your present suit and you put it on immediately. Subtract 2 from all your opponents' combat throws.

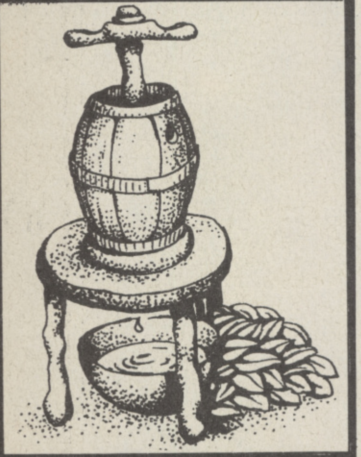
Go to — 39

15. At the top of the stairs you enter a large chamber. A sleep hobgoblin is getting off his couch and reaching for his sword. He has an SR/LP of 11/12. Because he is not properly awake, subtract 3 from his roll for the first combat round, then 2, then 1, then 0.

If you win — 22
If you lose — 33

Beoden's Journey continued

16. There is a pleasant aromatic smell coming from this chamber. The goblins were obviously in the oil making business for there is a large wooden press in the room. Leaves are fed into the top of the machine, a great pressure applied to it and a few drops of oil obtained at the bottom. You take a full bottle of oil and put it in your backpack.



Go to — 5

17. The goblin gives a surprised yell and three other goblins appear. Their SR/LPs are 9/13, 8/13, 10/10 and 8/10 and you must fight them all one at a time.

If you win — 5
If you lose — 33

18. The berries are poisonous. Roll one die and subtract that number of damage points.

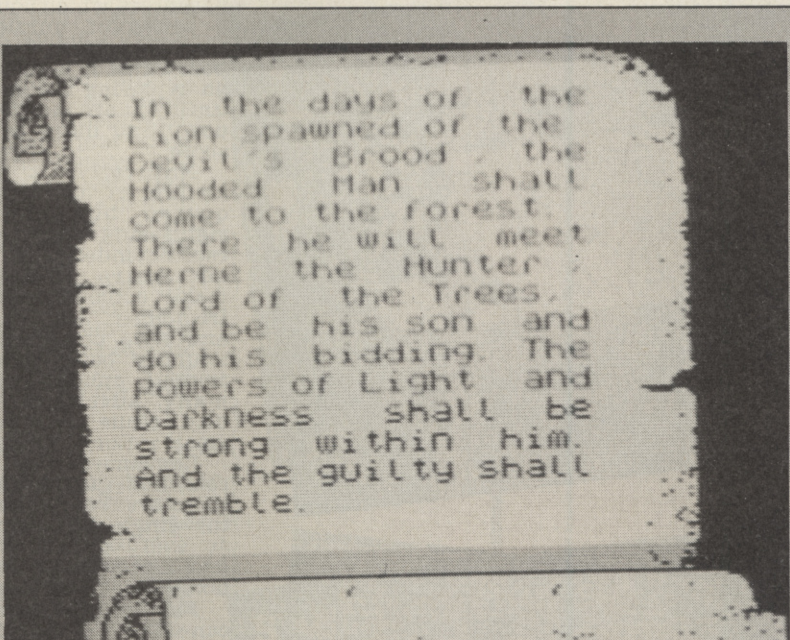
Go to — 37

19. The elf insists on blindfolding you in order that you cannot follow the secret elven pathways. At the southern edge of the forest, he removes your blindfold and gives you a pair of elven boots. Those, he explains, will allow you to run for long periods without tiring. He bids your farewell and good luck on your quest. You turn to thank him but he has already merged back into the forest. You turn, feeling somewhat wiser in the ways of the world, and continue your journey southwards.

20. The hawk appears to collect shiny objects in order to line its nest. The only thing of value appears to be a ring.

To wear the ring — 31
To go down — 45

ADVENTURE •R•E•V•I•E•W•S•



In the days of the Lion spawned of the Devil's Brood, the Hooded Man shall come to the forest. There he will meet Herne the Hunter, Lord of the Trees, and be his son and do his bidding. The Powers of Light and Darkness shall be strong within him. And the guilty shall tremble.

Title:	**Robin of Sherwood**
Computer:	**Spectrum**
Supplier:	**Adventure International**
Price:	**£9.95**

This program comes from the same stable as the recent best seller "GREMLINS" and looks set to cap that programs' success.

The program is subtitled "The Touchstones of Rhiannon", and as you would expect this is the main theme of the adventure.

The program has you playing the part of the hooded man — the fugitive — the one chosen by Herne to be his son and lead the English against the evil Normans. You are Robin Hood.

Your guardian is Herne the Hunter, lord of the Trees who, just as in the television series, will appear before you periodically to offer you guidance.

You start the game, along with your companion Much, as 'guests' of Sir Guy of Gisburne in Nottingham Castle. Here is where the trouble starts, as getting out of the jail is fairly tricky, and takes a lot of thought. When a game is difficult from the start, it can often be off putting to all but the most determined of adventurers, and they often give up on the program there and then, but thankfully Adventure International has had the good sense to include help for this tricky first stage (in coded format) so that such an occurance will not take place — which is just as well as this is a crackingly good adventure.

In similar mould to GREMLINS, Sherwood uses high-res colour graphics to illustrate its locations. I must admit to not being a fan of graphics in adventures, preferring the mind to make up the picture, but with this game I am prepared to make an exception as the graphics are truely superb and greatly add to the atmostphere — and this program has plenty of atmosphere!

The program has a good sized vocabulary, and can understand some fairly complex multi-sentences. For instance, sentences such as "GET THE ARROW FROM THE BAG" are possible.

To sum up then, Robin of Sherwood is an excellent game — one of the most enjoyable and atmospheric adventures I have played all year. It has good location descriptions, an enthralling plot, and stunning graphics. And at £9.95 it is fairly priced. This will be one of the years best selling adventures. Highly recommended.

PLANET RATINGS

Storyline	4/5
Graphics	4/5
Atmosphere	4/5
Value for money	4/5

Title: The Secret of St. Brides
Computer: Spectrum
Supplier: St. Brides School for Girls
Price: £5.95

THE SECRET OF ST BRIDES — By St Brides School for Girls.

Now you're not going to believe this, but in a nice secluded little part of Southern Ireland there is a School. And no ordinary school either. At this school grown women actually pay money to spend a week being treated like old fashioned teenage schoolgirls — complete with bonnet, bow, and frilly knickers!

No, this is not the actual adventure, this is the software House! This school, or so I am told, actually **exists**, and it is their obviously slightly weird teachers that have produced THE SECRET OF ST BRIDES for the 48K Spectrum.

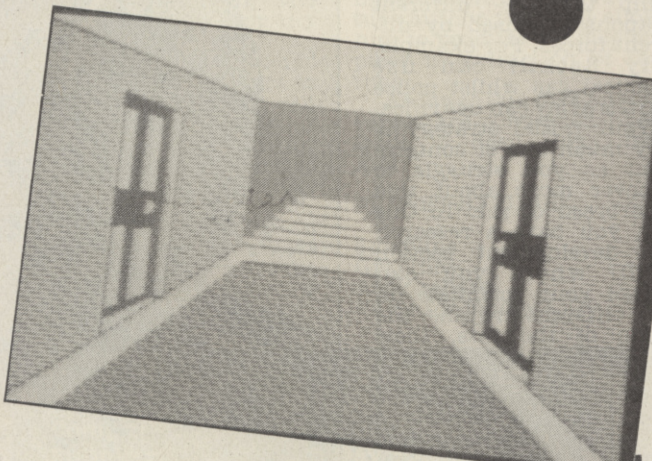
Your part is of Trixie Trinian (Women's lib strikes back! A female character. Ye gads!) and you and your naughty schoolmaters, Cynthia and Fiona, are determined to get to the bottom of a number of very strange happenings within the school.
Fiona are determined to get to the bottom of a number of very strange happenings within the school.

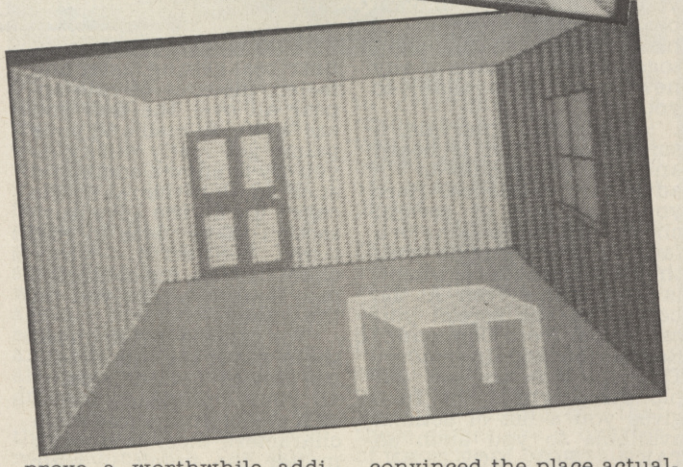
The game is a little unusual in that there are **two** themes to the game. The first is obviously to find the mystery of St Brides, and the other is to, along the way to solving the mystery, find a fabulous Amulet. This side of the adventure is a lot more difficult than solving the mystery — it must be because I haven't even found the amulet yet, and I'm supposed to be good at these things! Anyone who finds the Amulet will receive a certificate (I haven't sent off for mine yet, but when I find that Amulet I intend to get my certificate, because I certainly would have earned it!).

The game is written with Gilsoft's excellent QUILL adventure writing system (of which everyone should have a copy), and has added graphics which are produced by Gilsoft's ILLUSTRATOR quill add-on. The graphics are reasonable, and help create a good atmosphere. I found myself well and truly hooked after only half an hours play.

This is a very silly adventure, written by some very silly people — and all the better it is for that too. It is witty, absorbing, and above all, fun. At £5.95 for the Spectrum it is good value for money and should prove a worthwhile addition to your adventure collection. I recommend it!

Oh by the way, if anyone is passing Co.Donegal over the weekend, could they please take a few snapshots of St Brides School and send them to me, as I'm still not convinced the place actually exists!





PLANET RATINGS

Storyline	3/5
Graphics	3/5
Atmosphere	4/5
Value for money	4/5

Title: Rats
Computer: C64, Spectrum
Supplier: Hodder & Stougton
Price: £7.95

Suddenly, a pair of red eyes appear on the screen. You shine your torch in the general direction of them and are in time to see a large black animal scuttle away (no prizes for guessing what sort of animal!). Your pulse quickens noticeably and more eyes appear. You come face tc face with one of the evil creatures. You scream horribly. The terror has begun.

If I tell you that this is only the loading sequence in this new title from Hodder & Stougton, it won't take you long to realise that horror is the name of the game.

Based on James Herbert's bestselling novel of the same name, Rats is a strategy/adventure game, the object of which is to prevent the balance of power between man and rat shifting in favour of the rodent.

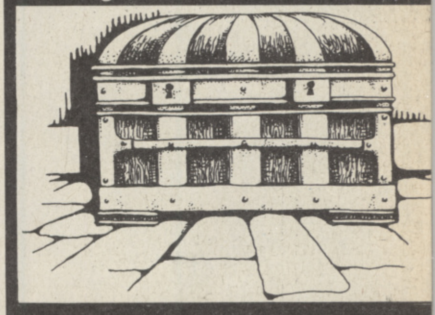
The main screen depicts a map of London where sightings of the rats are indicated. These sightings may or may not be accurate as panic sets in to the population. You have the option of deploying your emergency forces in order to try asnd contain the threat. These forces consist of Ratkill — a company

21. You soon enter the forest again and continue on your path until you come to a junction.

To go N — 11
To go W — 49
To go E — 47

22. In view of the intense hatred between the two races, this victory gives you immense pleasure. Following the ancient Dwarven tradition you coat the edge of your battle-axe in the enemy leader's black, viscous blood. This gives your weapon an added sharpness and allows you plus 2 on all further combat rolls. You also find a purse containing 8 gold and 11 silver pieces. Examining the rest of the room, you notice a large iron chest. The reason that you did not notice it before is that it is covered in cobwebs and has obviously not been touched for a long time.

To examine the chest — 42
To go down — 39



23. The road ends in a T-junction. In front of you there is a fast flowing river and the path goes both ways along the riverbank.

To go N — 45
To go W — 27
To go E — 46

24. Shame on you for attempting to talk to a dwarf's worst enemy. The goblin attacks you straight away and inflicts 1-6 damage points on you before you can blink (roll one die). He also gives a shout and three more goblins appear. You must fight them all in turn. They have SR/LPs of 9/13, 8/13, 10/10 and 8/10.

If you win — 5
If you lose — 33

Beoden's Journey continued

25. This is the goblins bedroom. You search it thoroughly and find 1 gold, 5 silver and 18 copper pieces hidden under one of the mattresses.

    Go to — 5

26. The dryad has an SR/LP of 8/6.

    If you win — 3
    If you lose — 33

27. The river is fairly shallow here and it is a suitable place for fording.

    To go N — 37
    To go W — 36
    To go E — 23
    To cross the river — 11

28. The forest rapidly closes in around you and the atmosphere is one of gloom although you can hear birds singing way above you. You have a distinct feeling that you are being watched, but no matter how often you look behind you, you see no-one. The road splits into two here.

    To go left — 37
    To go right — 38

29. Your key fits the lock and somewhat reluctantly the lid opens to reveal a rusty suit of chain mail armour. Even in this state you can appreciate the quality of it but you would need some oil to clean it up, otherwise it is of little use to you.

    If you have some oil — 14
    If not — 39

30. As you prepare to attack him, four arrows land in the ground six inches in front of your feet, fired by elven archers hidden in the trees. Realising the error of your ways, you allow the elves to blindfold you and lead you to the southern edge of the forest. Your quest continues.

31. The ring is cursed and no matter how much you try, you cannot get it off. Subtract one from all your future combat rolls.

    Go to — 45

specialising in pest control — the police, the fire brigade and, in later stages of the game, the army. Selection is icon driven via either keyboard or joystick. Having selected your forces, you can then equip them — different weapons are used by different forces. For example, only Ratkill can use chemical gas whilst police and the army can use rifles.

Your initial strategy is very much one of containment as you struggle to discover more about this superbreed of rat. To this end, you have a research and development section (R&D) where you can engage your scientists on four different projects: the origin of the rats, their biology, a defence system to protect humans and an offence system to destroy the rats.

Throughout the game you can get reports of combat situations or details of how R&D are doing together with details of any new technology available to you.

At periodic intervals, a screaming sound is heard and the game cuts to an adventure sequence. Here you play one of several characters in the game in a face to face struggle with the rats. Input of command is again icon driven. At the bottom of the screen you can select from Command, Redescribe and Inventory. The last two are self explanatory whilst the first gives you a list of actions available to you such as TAKE, DROP, GO, OPEN, CLOSE. Choosing one of these gives you your next option and so on.

The special effects at this stage of the game are excellent. You can hear your heartbeat getting faster and faster, pictures of rats appear all over the text you are trying to read and your palms get really sticky as you try to enter a command such as "Put the rat in the cage" for all the adventure section takes place in real time. Should your character die, his contorted face flashes before you on the screen.

The game is lost in one of three ways; the rats breaking out of London, losing all your emergency forces or if one of your three main characters dies. It doesn't matter too much if your minor characters die but if they survive, better information can be given to R&D which speeds up their research. A useful hint here is that it helps considerably if you can capture a live rat.

All this sounds fine and very exciting and it is — the first time that you play it. The major drawback is that as soon as you lose, you have to reload the game. As it will take you many goes to get the adventure sequences correct, this will prove annoying in the extreme. I feel that this is the sort of game that looks great the first time that you see it — the scary atmosphere is really very good — but that it will soon lose its appeal.

PLANET RATINGS

Storyline	4/5
Graphics	3/5
Atmosphere	4/5
Value for money	2/5

Title:	**Adventure Construction Set**
Computer:	**C64 disk only**
Supplier:	**Ariolasoft**
Price:	**£14.95**

ADVENTURE CONSTRUCTION SET
© 1984 STUART SMITH
ELECTRONIC ARTS

ACS allows non-programmers to construct massive adventures incorporating fiendish puzzles, malevolent monsters, eerie sounds and magical treasure and if you run short of ideas it will even finish the game for you.

The ACS disk pack comes complete with a 46 page manual which explains, with examples, how to find your way round the construction menus. However, if you'd prefer to play an adventure straight away, you can as there are two ready built games on the disk.

The first, titled "Land of Aventuria", is a collection of seven mini adventures spread throughout a wilderness which not only demonstrates the types of adventures ACS can produce but includes numerous help squares to guide you through them.

These mini games include an attempt to save the galaxy, the invasion of a Nazi Castle, exploration of a dark dungeon and even one based on Alice in Wonderland.

The second adventure, "Rivers of Light", is a more serious challenge and will take you some time to solve but once you have you could always use the games constructor to change it.

Up to four adventurers can explore at once and each has his or her own traits and abilities. These form the character of the adventurer and include speed, strength, wisdom, dexterity, size, power and life force. Life force represents your current state of health and your character will die if this reaches zero. Power indicates the amount that a character can do in a "turn" and is affected by injuries. In addition each adventurer has skill levels in melee, parrying, dodging, missiles, armour and magical defense. These start fairly low and are increased with practise. For example, successfully killing something with a bow and arrow will increase your missile skill.

During a "turn" a character can move around the rooms and corridors of the adventure or perform an action. For example pickup, drop or use an object, swap a weapon or cast a spell. Once you have completed your turn the adventure's creatures will have theirs, and so on until the adventure ends — one way or another.

As menitoned earlier, ACS allows you to alter an existing adventure or allows you to build a new 240 room adventure from scratch and populate it with up to 500 creatures and some 7,500 props. The disk contains a prebuilt library of creatures and things but you can of course design your own.

Each creature also has traits and skills which you can define as well as giving it spells, objects or a special weapon such as poisonous fangs. Finally you can also define the creature's strategy or personality which will decide whether it will attack the party on sight or slink away.

The list of props or things can also be added to or edited and includes weapons, armour, magical items, chests and tables, doors and spells.

There are 15 different spells which can be stacked together, say on the chest, to produce some interesting effects. The act of opening the chest could trigger a spell to play one of 30 tunes or sound effects, another could display a message, a third could summon a defined creature and a fourth could simulate a poison by sapping the characters strength (or any other trait or ability).

As you can see, spells add the fun and atmosphere to an ACS adventure and can be triggered singularly or in stacks by doorways or traps or by single carried objects to create almost any imaginable effect.

Finally a pixel editor included on the disk allows you to edit or draw the graphics for any object or thing in your adventure.

'ACS contains a range of facilities and options that should match the imagination of any adventure author that will allow him to produce his masterpiece in a fraction of the time.

As far as C64 disk adventurers are concerned "The Quill is dead, long live ACS"!

PLANET RATINGS

Storyline
Graphics
Atmosphere
Value for money

Title:	**Quan Tulla, Faerie and Ice Station Zero**
Computer:	**C64 and Amstrad**
Supplier:	**8th Day Software**
Price:	**£2.50 each**

OK, 8th Day, I admit it. I fell straight into the little trap you set. Having put Quan Tulla on to load, I wandered into the kitchen in order to get a cup of coffee. On my return, I was greeted with a screen full of gibberish. Assuming that something had gone wrong with the turbo load, I tried again — and got exactly the same. Only on closer examination did I realise that all the clues for me to progress were there.

Quan Tulla is one of three budget adventures released by 8th Day Software under their Games Without Frontiers series. It is a science fiction story which starts on the wreck of the space ship of the same name. Your task is the usual one of overcoming the baddies (the Empire) and so saving the goodies (the Federation).

Described as moderately difficult, the main problem with this game is that you get killed far too frequently without warning. You have to find an exact sequence of four commands in your first four moves. Any deviation and you suffocate. You then come across a cockpit where you have to press one of three buttons. Get it wrong and again your game ends. All this is within the first couple of locations so, as you can guess, progress is somewhat slow.

Another problem comes with some of the room descriptions. "You are in a passage with exits to the east and west". Whilst this is true, it took me a long time to realise that there were a lot of rooms off to the north. It seems very churlish not to tell you what doors you can see.

Later on, you will have to overcome a probe, a crane and a droid, to mention but a few of the puzzles, before destroying the ship and teleporting to a distant planet.

The atmosphere of the game seems to be lacking a certain something. This is a very difficult thing to define but compared with a game like Level 9's Snowball, everything seems a little disjointed. To counteract this though, it must be pointed out that these games are a quarter of the price of Snowball.

The other games in the series are Ice Station Zero, a beginners game in which you have to kill Sterling, an international terrorist who is holding New York to ransom. You have to chase your quarry across the arctic, meeting eskimos and polar bears en route whilst avoiding snow ploughs and helicopters.

Faerie is an advanced level fantasy tale based loosely on the characters from A Midsummer Night's Dream. Lots of magic words are needed throughout this quest as you battle your way past ogres, bulls, sandmen and an enormous granite chess set.

These games, all written using the Quill, will while away many a frustrating hour and at £2.50 each they represent excellent value for money. Despite the criticisms voiced above, they are some of the best budget adventure games on the market at the moment.

Quan Tulla marks:

PLANET RATINGS

Storyline	2/5
Graphics	N/A
Atmosphere	2/5
Value for money	4/5

32. Somewhat out of breath, you arrive at the end of the path which stops in front of a large irregularly shaped cave.

    To enter — 40
    To go W — 7

33. Your quest has ended somewhat prematurely due to your unexpected demise. However, the Gods will pass the news on to your father, the King in order that he might organise a second attempt to alert the Southern dwarves. Your loss will be deeply mourned but will soon be forgotten amongst the many losses in the forthcoming battles.

34. You have reached the source of the river. A medium sized waterfall empties into a crystal clear pool. The pool is quite deep and there are some interesting rock formations at the bottom.

    To go W — 46
    To drink water — 12
    To examine the rock formations — 44

35. In front of you lies a magnificent jewelled suit of armour. Chests are everywhere with gold and gems spilling out of them. This is surely the fabled Dwarven Treasure of Corvax.

    Go to — 4

36. The river disappears underground here. The area around the hole is crumbly and not very secure.

    To go E — 27
    To examine the hole — 10

37. The road continues south here. To your left you notice some bushes with green and purple variegated leaves and bright red berries.

    To go NE — 28
    To go S — 27
    To eat the leaves — 6
    To eat the berries — 18

38. You are at a three way junction.

    To go NW — 28
    To go S — 45
    To go E — 7

Beoden's Journey continued

39. As you go down the stairs you meet another goblin coming up with an SR/LP of 11/12. If you are right handed, fight normally. If you are left handed, subtract two from your combat throws.

    If you win — 2
    If you lose — 33

40. The cave is large and dry with chambers heading off in three directions. In front of you stands a goblin.

    To attack him — 17
    To talk to him — 24
    To leave — 32

41. Exhausted after your efforts, you collapse on the spot into a dreamless sleep. As you wake up, you feel someone applying some sort of salve onto one of your many cuts and bruises. The creature is a handsome elf. Seeing that you have awoken, he explains to you that he and his fellow elves have been watching you ever since you entered the wood. Although experts with the bow, they were unable to kill the ogre themselves because their arrows kept bouncing off his hide. In order to show their gratitude they are prepared to guide you out of the forest.

    To attack the elf — 30
    To go with him — 19

42. The lock on the chest has been hacked about but it is still intact. It is obvious that the hobgoblin was unable to open it and gave up in disgust. Brute force will not work.

    If you have a key — 29
    If not — 39

43. About halfway up, you meet a goblin coming down. He has an SR/LP of 10/10. If you are left handed, fight normally. If you are right handed, subtract two from your rolls because the spiral puts you at a disadvantage.

    If you win — 15
    If you lose — 33

PBM UPDATE

This month in PBM update we highlight two Science fiction games that are just opening for new players. Timepattern's StarGlobe 3 is an unexplored globe of 2000 star systems awaiting new explorers and ICBM's Starweb has just been converted for faster turnarounds.

StarGlobe 3

This is obviously the third game of StarGlobe to be run by Timepatterns. Although each game can cater for up to 1500 players, with some joining throughout the game, it is important to get in at the beginning. This is so you don't come across more established players who will wipe you out.

When you join StarGlobe you receive a very brief instruction booklet giving only the general outline of the game and its mechanics. This is because Timepatterns then allow you to ask for a information module each turn.

These give you information on a variety of topics ranging from details of your own ship, orbital factories, the effects of realitivity or how to defend a star system or perhaps even one of the "20 ancient heroic tales".

Consequently during the game you build up a library of modules as you find out more about the game.

The object of the game is to earn skill points that will allow you to become the Lord of the Monde of your chosen profession. How you get points depends on the role you have selected. These include Explorers who score for planets discovered, Pirates or conquering ships, Merchants for trading, Xeno Biologists who collect alien artifacts and Empire builders who collect whole planets.

The game is run under a no deadline systems with a game year being played every week day. Naturally you cannot submit a turn every day so your ships computer keeps you on course in between orders.

In response to your orders you receive a game report which details your points in the various classes as well as your current skill level in anything from steering the ship to management of your 100 crew. You are also supplied details of your current position and status as well as listing available options along with a space to request your next information module. If you happen to be deep in space then you'll also get a fore and aft viewscreen chart showing the surrounding galaxy.

Like most PBM games the amount of effort you put into the game the more enjoyable it will become. For example not only do you find out more by sending for modules but you can also contribute to a fanzine, negotiate with other players or even send in ideas for further modules.

Starweb

Starweb games have been running for over ten years and, until recently, via a UK "postbox" for an American game. Now that postbox, ICBM, are running it themselves dramatically improving turnaround times.

Starweb is played by 10 to 15 players each representing one of six races, pitted against each other in a battle for galactic supremacy.

Although a lot of the game involves developing your planet's industry and therefore fleet building capabilities, the real interest in the game lies in the different race types and their interaction.

At the start of the game each player is oblivious of the position or politics of the other players. Since the game is played on an initially unknown map they will only encounter each other by chance but then the sparks really fly.

The races include the self explanatory Empire builder and merchant, as well as a plundering pirate and an artifact collector. The beserker plays a race of robots with the prime directive to kill all life. Consequently the beserker gets his points by killing people. The opposite is true of the apostle who gains points by converting worlds to their religously fanatical views or by collecting martyrs. Most games, at some time, involve a point lucrative system where a beserker will quite happily convert an apostle's people into martyrs!

ICBM are currently running Starweb 62 and have openings for further games and can be contacted at ICBM, PO Box 94, Bath Street, Walsall, West Midlands.

PBM News

A new play by modem game has been launched by Micronet 800 called the Round Britian Race.

Using an overlay technique the game tests your skill and knowledge in finding four objects (metaphorically) hidden in Britain. The game will cost ½p a move and will have a £100 prize every two weeks. The objects and goals will change every two weeks as well.

That's all we know at the moment, but we will be presenting a full report in the next issue.

Next month KJC will launch a new game especially for beginners. It is to be called "It's a Crime" and puts you in the role of a gangland leader in an American city in the 1990's.

KJC also hope to make it the cheapest PBM game by charging only £5 for 8 game turns.

Don't miss the next PBM Update as we will include a special offer in which you could start playing "It's a Crime" for only a £1.

44. Dwarves are notoriously bad swimmers and so the only way you will be able to look at the rocks is by prodding them with a stick. Fortunately, there is a suitable three nearby.

If you want to cut a stick — 48
If not — 34

45. The path continues south. As you walk along, you hear a flapping noise above you. Looking up, you see a hawk landing in a large, unkempt nest. The tree has a few low branches and you could probably climb up with a bit of effort.

To go S — 23
To go N — 38
To go up — 13

46. The path continues along the river bank.

To go E — 34
To go W — 23

47. The path continues to the east for some considerable distance, getting less well defined the further you go.

To go E — 2
To go W — 21

48. As you start to swing your axe a voice screams at you to stop. It is a dryad — the spirit of the tree. She begs you not to destroy her tree and offers you a large glowing ruby not to do so.

If you accept the ruby — 34
If you attack the dryad — 26

49. The path continues in a north/south direction but you have an increasing sense of foreboding. You can no longer hear birdsong. In fact, there is no noise at all, save that which you are making by treading on twigs and dried leaves.

To go E — 21
To go W — 9

Dungeon Dressing

Gordon Hamlett continues his series for adventure authors with a look at magic.

Imagine being able to crisp a troll from a nice safe distance by hurling a fireball at it. Or floating harmlessly over a snake-infested pit. Your quest would certainly seem to be a lot easier if you have powerful magical capabilities.

Magic is the ''in thing'' in this year's adventures. Infocom started the trend with Sorceror and Enchanter, and Level 9's latest game, Red Moon, also features the use of Magik. Certainly, the effect is to make the games much more interesting and it narrows the gap between adventures and role playing games such as Dungeons and Dragons. So how do you use magic in your games, and what are the problems to watch out for?

The acquisition of magical ability comes in three main forms. You can learn your spells, you can find them or you can use magical items. Learning spells is a slow process and you certainly won't learn any potent spells. You will however be able to use these spells over and over again as there is no trouble in remembering them. Typical minor spells would include the ability to read magic (obviously the first spell any aspiring wizard learns), create light (useful in all those windy passages where your torch gets blown out) and perhaps a minor offensive spell such as sleep which would only work against goblins, orcs and the like.

Powerful spells are usually found on scrolls. The usual format is that you can read the scroll in order to determine the nature of the spell, but when you invoke the incantation the magical runes disappear and are lost forever. In other words, you are only able to use the spell once. The choice of spells available is considerable — invisibility, levitation, X-ray vision, giant strength, fireballs, teleportation and so on.

As far as magical items go, it is probably true to say that for any given object, you can have an enchanted version of the same thing. Magic swords are a bit old hat these days so try and come up with something more original. For example, if you are only going to let your adventurer carry a certain number of items, something simple like a magical sack which allows unlimited weight to be carried might prove very useful; or seeds which will grow anywhere; or boots which allow you to leap higher or longer than normal.

The main problem with using magic in your games, is that it is very easy to create someone who is far to powerful for his surroundings. A character with unlimited fireballs is going to waltz past monsters and ice walls unless there is something equally potent to slow him down. For this reason, it is best to have major spells work only once. This gives the player the problem of finding out where best to use the magic. He also has to work out exactly what his magical item does. Consider a wand of trap detection. All the player knows is that he has got a wand with magical properties. When he tries to use the rod, he will find that it vibrates and point to the east. He still has to work out what it is pointing at. Is it the trap, or the treasure beyond it? And, of course, he has used up one of the wand's limited number of charges. Potions should never be labelled. The player must always have to taste them. One sip should tell the adventurer what sort of potion it is, but, of course, one sip of poison could well be fatal. Likewise, scrolls must be read to learn their nature and the odd one will be cursed. Finally, let the monsters fight back. Any intelligent creature in possession of magic would not normally fight you, it would use its magical items in its defence.

Play about with magic in your adventures. Not only will you have fun coming up with different situations, but your players will enjoy the added challenge as well. Next month, I will take an expanded look at different spells and magical items.

Some Bad Spells

One thing that ruins an adventure is poor spelling. None of us are immune from the occasional error, even such giants as Level 9 and Infocom have been known to slip. Whilst you can get away with misspelt words in a room description, it is fatal to get a keyword wrong (ie a verb or a noun that the program ''understands''). The following is, unfortunately, a true story.

A friend of mine was playing a home-written adventure. Part way through, he came across a vicious dog which would not let him pass. As there was nowhere else to go, he had to find some way of pacifying the dog. In a flash of inspiration, he remembered killing a skeleton. So, back to the skeleton in order to get a bone. However, no matter what he tried, he could not pick one up and followed the usual practice of trying more and more obscure phrases. Eventually, in sheer desperation, he listed the program and found the words he wanted were GET BOME.

The moral of this story is that you should check your spelling very carefully or, if you can't spell, get someone else to check your work for you.

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STARWEB

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Deadlines are every 21 days with results sent to you in three days. Turns cost £2 plus an SSAE with a small extra charge for very long turns later on in the game. The Rulebook is £1. Please do not ask to be put into a game until you have read the rules.

FEUDAL LORDS

Feudal Lords is a fixed deadline game of strategic conflict set in a mock Arthurian England and Wales. Each player takes over the control of an agrarian based fief and attempts by diplomacy, economic prowess and war to take the vacant throne of England. (Or at least be on the side of the Lord who does take it!)

Feudal Lords is a deceptively simple looking game but one which requires firm allies and strong nerves.

Turns are £1.25 with an SSAE and no hidden charges. The rule book costs £1.00. Please do not ask to be put into a game until you have read the rules.

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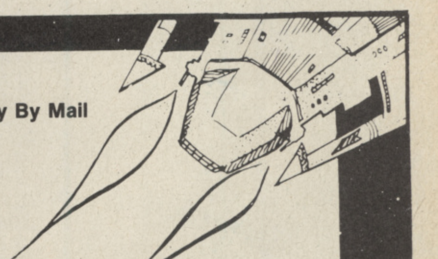

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KJC GAMES

To enrol in CAPITOL send a £6.00 cheque/PO/international money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:- KJC Games, P.O. Box 11, Cleveleys, Lancashire, FY5 2UL.

HINTS

This is a hints section as many regular readers will know, but have any of you ever looked up the definition of what the word hint means? My Collins' Gem English Dictionary says "a slight indication or suggestion" it does not mean cheat pokes, copying (piracy) techniques, or various forms of cheating (unless they are 'genuine' cheats). We are interested in proper hints that will enable the dedicated game player to get the most out of his or her game without ruining their enjoyment of the game.

But back to the nitty gritty of games playing. From Richard Barron of Whitby comes a few C64 ideas.

"In Elite start pressing the keys until the Commodore (C=) key beeps. Then you get the music usually reversed for docking with docking computers.

"In Potty Pigeon you can select levels by pressing one of the number keys in the title page (1 = level one, 2 = level two).

"In Hustler you can get twangy music to play by quitting and poking 2061 with 255 and SYSing 2061". NB. This is not a cheat poke but an effect poke so I will let it through this time.

Lastly "on level one of Theatre Europe DON'T fire any missiles, but retreat, you should end up with around an 87% score."

From Martin O'Neill of Belfast comes a few hints for Spectrum owners with either Sabre Wulf, Spy Hunter, or Dr Strangeloop:

"Sabre Wulf by Ultimate is a bit long in the tooth, but some people are still having problems with it. The best way to get far with this game is to keep your finger on the fire button and use the orchids. Each type of orchid has a different function, defines by its colour, as followed:

Cyan: Extra speed.
Purple: Reverses controls.
Red: Slows down.
Yellow: Knocks you out.
White: Resets to normal operation.

"All these functions also give the Sabreman invulnerability. Collecting the statues gives you extra lives so that is a good idea.

To complete the game you should make a map of the jungle that the Sabreman is in. This is in the form of a 16 x 16 grid. The idea of the game is to find the amulet. When you find one of the pieces the other three can be found by consulting the table and the other co-ordinates in that column:

J6	H2	H6	N7	B2	L4
D4	D12	C2	M6	D9	D6
F13	I11	B7	N14	E12	F13
N12	J13	J11	G14	N14	G14

Once you have collected the four pieces you can move to the temple (I8), pass the keeper and then . . . No, I won't tell you that would only spoil it.

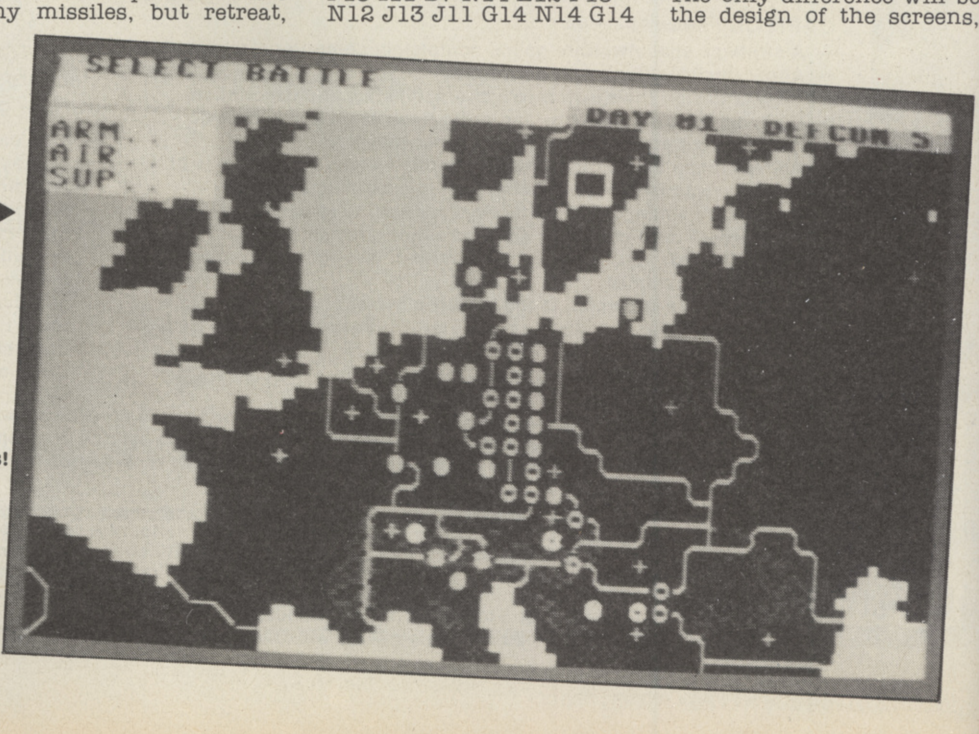
"Spy Hunter, when you get to the mad bomber, stop the spy car quickly. The mad bomber will then hover in front of the car and drop bombs, these will miss. However each bomb that is dropped will score 150 points. Also, in later stages of the game when you go down the narrow road to the boat house lay a screen of oil or smoke, this will help if the Enforcer tries to follow you.

"In Dr Strangeloop move to the jet bike room (KE), collect the bike and leave the room, re-enter it and watch the points increase each time the swarf shoots and misses you."

G. Hoyle of Lancashire has a couple of tips for Heroes of Karn: "To get rid of the beast that blocks your path on the crystal bridge type 'play flute'.

"To get rid of the Pheonix use the water, this soon shifts it."

Now a few ideas from me on ladders and ramps games. Ladders and ramps (L&R) games, despite the wailings of their supporters, are all very similar in concept and have a number of rules that apply to all of them as a genre. The only difference will be the design of the screens,



Theatre Europe — don't fire missiles!

Mike Roberts presents your hints and tips on a variety of games and some help of his own for platform games.

some of the more complex problems, and the graphics.

As a general rule L&R games feature a man or other character (ie. a spring in Gremlin's latest game) having to collect a series of objects or to get to a particular goal, or both. The endgame is also one of the things that makes one L&R game slightly different rom another, but you can worry about that when you get to it.

Your little man or character can generally move left or right and jump up, left, or right. When ladders, ropes, lifts etc are present he can climb up or down. One trick that is used is for there to be a set of ropes that you have to traverse. These first appeared on Donkey Kong Jnr. The ropes are generally different lengths. The thing to watch here is to coordinate your jumping so that you move to one side and jump at the right time. Moving before jumping could make you fall off the rope. Another thing to watch is climbing up the rope too high. Jumping off the top of a rope will usually result in banging your head on whatever the ropes are suspended from and falling to your doom.

On every game of this type there are mobile nasties that cruise around. In most games the mobiles follow a fixed pattern and can be avoided, studying how they move for a bit can show you how to avoid them. Jumping over the cyclic mobiles is best done when they are approaching you, this will give you a speed and distance advantage when jumping them.

Some games have 'intelligent' mobiles that will utilise an algorithm to chase/block you. What you have to remember here is that most of them will start from a set start position. If you follow the same pattern in that screen from the entry point every time then they can be dealt with as a normal cyclic mobile.

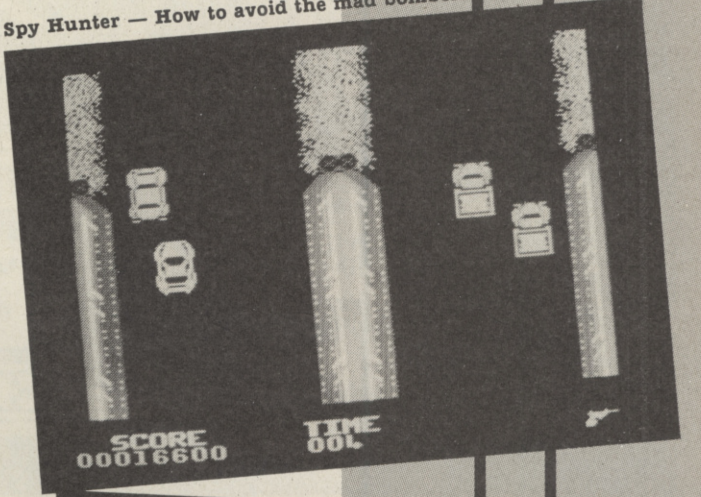
It is surprising how few games have any randomness in them at all. Some games and screens can get a bit complex and the intelligent mobiles get unpredictable. The easy solution to this is to dash out of the room and then back in again. On the majority of games (due to shortage of storage space) the mobiles will be reset to their original starting position, both intelligent and cyclic mobiles. You can then return and complete the next section of that screen.

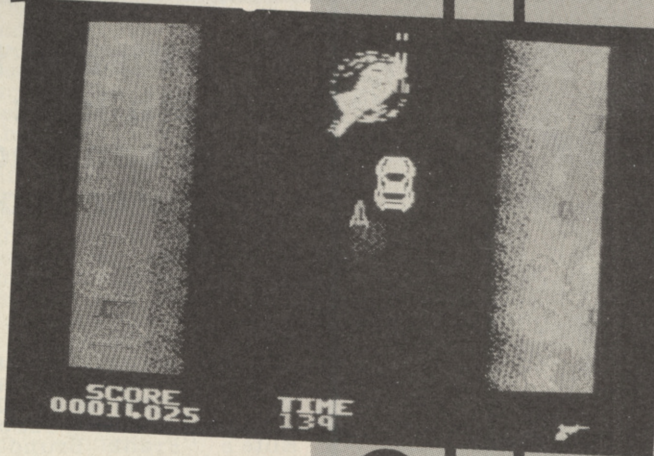
That's all for this month, remember Beta ratings for all those featured this month.

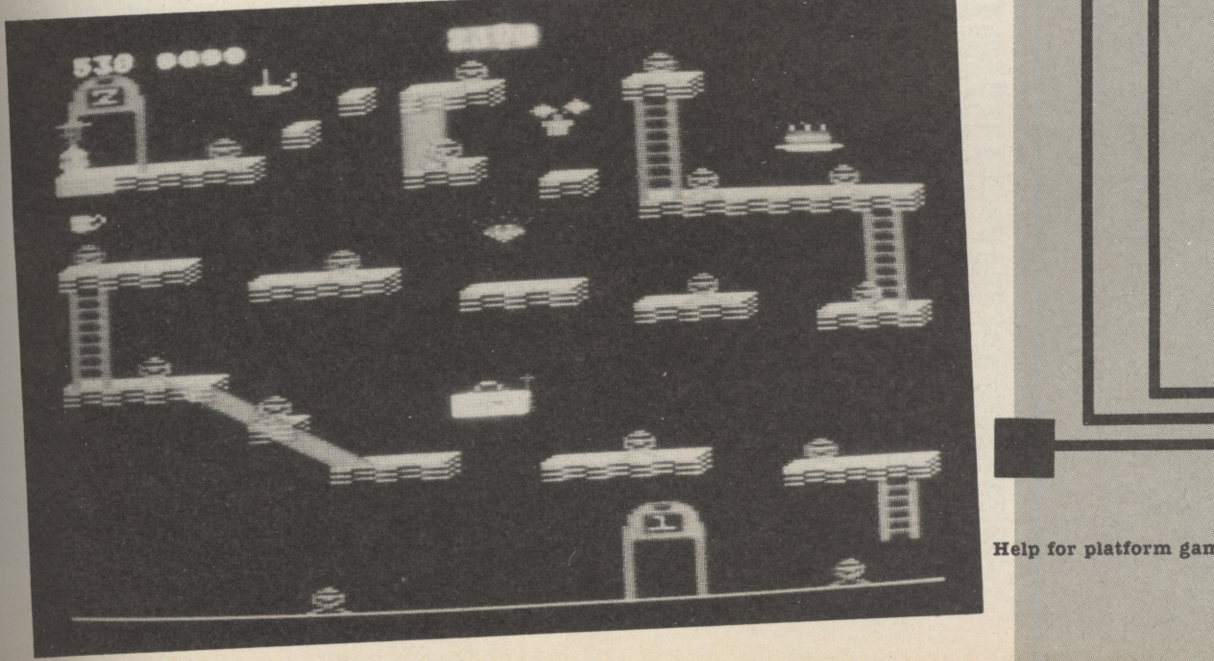
Send all hints/tips to:

Mike Roberts
Computer Gamer
1 Golden Square
London
W1R 3AB.

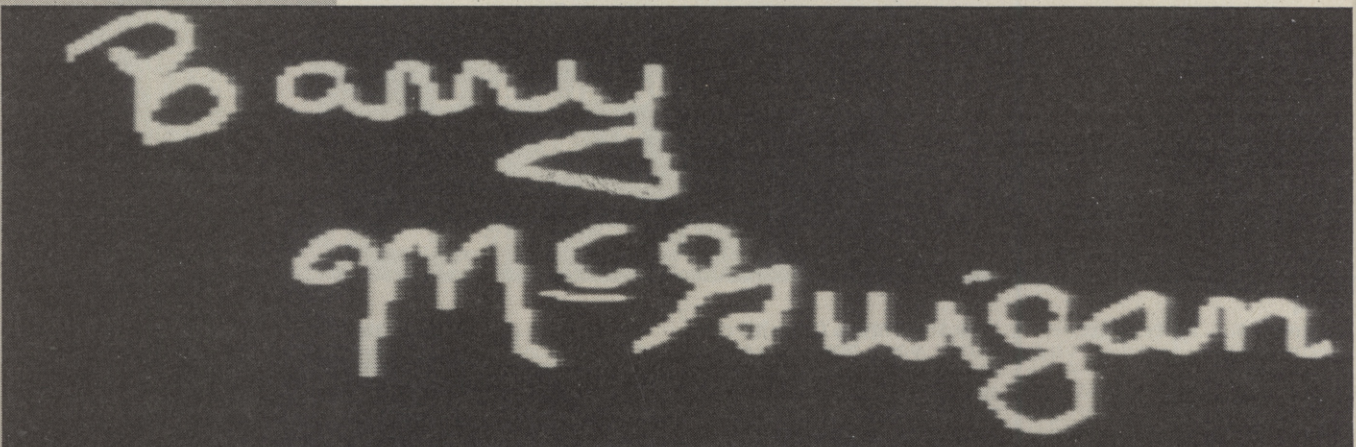
Spy Hunter — How to avoid the mad bomber.







Help for platform gamers.



Dave Bishop takes an indepth look at Activision's latest contender in the computer boxing championships.

Although, at first glance, it may appear that Activision are just trying to knock some of the stuffing out of Elite's ''Frank Bruno's Boxing'' in fact BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING is an uppercut above the rest and was even being designed long before Frank gave Harry his first interview!

Programmed in the States by Activision adoptees 'GAMESTAR', 'THE MAIN EVENT', as it was then called, was first previewed at the summer CES show in Chicago where it received high critical acclaim. However, when the dust cleared after the explosion of the McGuigan bombshell it became clear to the powers that be at ACTIVISION that here was an extremely hot property! So, having changed some of the names to protect the innocent 'THE MAIN EVENT' was renamed to heighten it's marketing profile. But they did more than just change the name, now you could actually have a crack at the champ himself!

What Type Of Game Is BMWCB?

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING is more than just an 'Exploding Fist' of the ring (no disrespect intended to Melbourne's excellent karate game) because it's a real simulation of the sport where actual boxing is only part of the story. No matter how adapt you become at throwing punches you'll never be able to string together more than a couple of wins unless you've mastered the strategical side of the game such as training and knowing your opponnents weaknesses.

So this is a game which requires the strategy and planning skills of a boxing manager as well as the physical attributes of a successful boxer.

The Player Modes

There are two variations to the game:

One Player And Two Player

The two player option allows each person to become any of the 19 contenders or the champ himself.

The one player option is far the most interesting and challenging as you must always start at the bottom of the pack and work your way up to become the main contender for the world crown. Then, and only then, you will have earnt the redoubtable pleasure of 12 rounds with the 'Man'. This is an awesome task!

As the one player option is far the most interesting I shall concentrate on this side of what is a most absorbing sport simulation.

Selecting The Make-up Of Your Boxer

Having named your adopted fighter you have the chance to define his race, colour, gloves and shorts colour, and type.

The only preset of real consequence seems to be the type of boxer you opt for. Your choices are:

DANGER: likes to 'stick amd move'. Rarely goes inside.

BOXER: sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.

MIXED: very unpredictable. Hard for your opponents to 'read'.

SLUGGER: no-nonsense style. Doesn't tire quite as easily because he dosen't do much dancing. Goes inside often.

BULLDOG: likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

If you select 'New Pro' you will start with a world ranking of 19 whereas contenders start with a ranking of 10. New pro's have a real tough time serving their apprenticeships in the lower echelons of the world elite!

Your Boxer's Profile

Once you've created your boxer you can now view his profile which is made up of the following components:

IMAGE: nice guy, loudmouth etc.

ATTITUDE: negative, hot temper etc.

STAMINA: sluggish, slow, average, quick, lighting. This is your 'toughness' register and will determine the amount of endurance you get back between rounds. With a high stamina rating you also stand a much better chance of getting back of the canvass after a knockdown.

AGILITY: poor, average, good, massive. This is the key to your fighter's punching speed and will decrease with every punch thrown.

STRENGTH: feeble, weak, average, strong, awesome. A reflection of your fighter's power. The greater your strength the more damage you will inflict. Every punch you throw, hit or miss, will drain your fighter's strength.

ENDURANCE: weak, erratic, average, tough, mighty. This is the key to knockdowns. If your endurance decreases below 10 watch out because kissing canvass time is here. Endurance goes down when you are hit AND when you miss your level is displayed during the bout above the ring.

BEST PUNCH: it is important to recognise your fighter's strengths and weaknesses so if you've got a particularly good uppercut then USE IT.

RECOVERY: a measure of how fast you recover from your encounters.

RANKING: guess what!

Now you know your fighter's profile it's time to choose your first opponent.

The Circuit Status Screen

Here you can view the thugs above in the world rankings with those with whom you are elligable to fight highlighted in yellow (nice choice of colour ACTIVISION!). By moving your joystick over each name you can see the size of the purse and the number of weeks training allowed before the bout. Press fire to select an opponent and you can see his profile. At this stage, if you don't like what you see you can refuse the bout and choose another one. As in the real thing, you will only ever be able to challenge boxers close to you in the rankings.

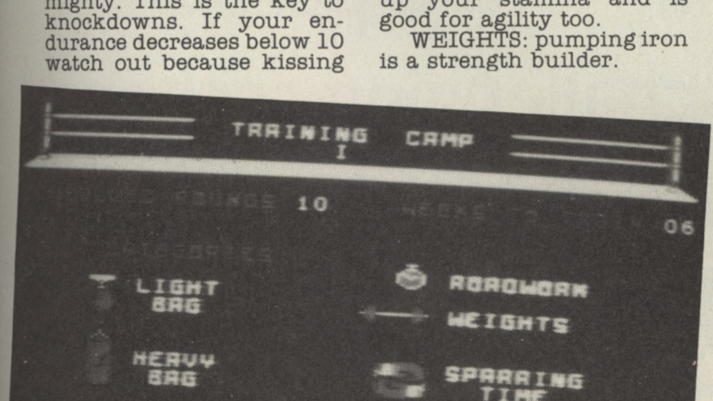
Training

Having identified the strengths and weaknesses of your opponent it's time for your training which can last for between 6 and 12 weeks. There are 5 areas in which you can allocate your time in weekly blocks:

ROAD WORK: this has a tremendous effect on your endurance and will also build up strength and agility.

LIGHT BAG: will build up your stamina and is good for agility too.

WEIGHTS: pumping iron is a strength builder.



LIGHT BAG.... 1

HEAVY BAG.... 0

SPAR TIME.... 0

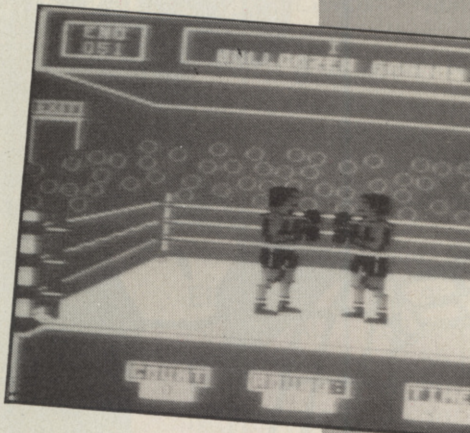
WEIGHTS...... 0

ROADWORK..... 0

STAR TIME: is great for your stamina but will improve all your boxer's attributes.

HEAVY BAG: good for building your strength but also pays dividends in the stamina and endurance departments.

Correct allocation of training time between these five disciplines is crucial to the success of your fighter!



Into The Ring!

The action is depicted by a side view of the ring as seen from an elevated ringside seat. Movement of the boxers in the ring is on a left/right axis only rather than over the whole of the canvass. Sprite design and animation of the boxers from above the waist is good but spoilt slightly by the unconvincing way in which their legs move — a pity but maybe a sympton of that well known virus 'nomorus memorius'.

Sound effects of leather against leather and flesh are convincing, re-inforced by the backwards motion of the head when a blow to the chin connects.

Joystick control is complicated but comprehensive embodying the complete arsenal of punches a world class fighter would expect to have at his disposal.

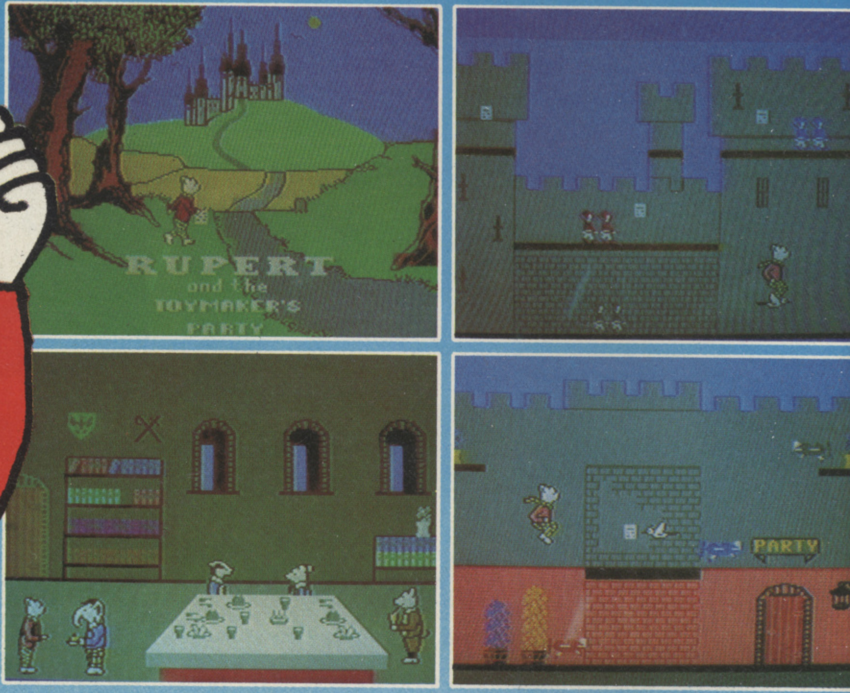
Knockdowns are fun although it would have been nice to hear the sound of dazed body connecting with canvass at 10 metres per second squared but the hightened activity from the crowd, including the odd flashlight, excellently conveys the sweaty ringside atmosphere to the player.

Worthy Of It's Name

Yes and yes again! BMWCB, is a realistic and gripping boxing simulation requiring a neatly balanced helping of brain and brawn and should provide devotees of this type of simulatiaon with months of brusing fun.

RUPERT

and the
TOYMAKER'S PARTY



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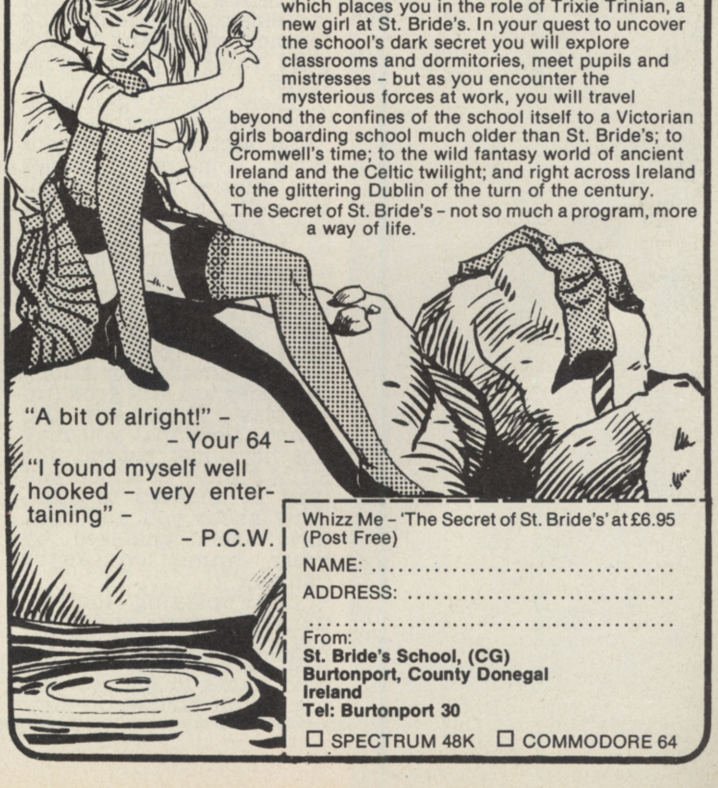
The Secret of St. Bride's – not so much a program, more a way of life.



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BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

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There are lots of games program books around now for Amstrad owners and you probably feel a bit spoilt for choice. This one is definitely worth a look, though, as it seems to have something for most people and is quite good value for money at £5.95.

There are 31 games in this selection, with a good cross section of different types. Some word games and puzzles are included, as well as quite a few arcade-type games and one or two adventures. They are not all that original (are they ever?), but even though games like "Minefield" and "Zombie Maze" have been around in one form or another for a long time they are still good fun to play. There are also several here that you may not have met before, like S.I.M.P.E.R., in which you type in answers to questions about you and then have them analysed by your home computer "shrink"!

Clear playing instructions are given and there are "programming hints" with each game for anyone who wants to try developing it a bit further on their own. It's a shame there aren't any screen shots, as I always think it helps to have some idea of what your screen display should look like when you are trying to debug your keying in!

All the programs are of a practical length for typing in and the printout is nice and clear (not always the case in listings books). Unfortunately a few spelling mistakes seem to have crept into the listings — the gremlins must have been at work. If you get too clever and keep winning, the hints sometimes tell you how to increase the difficulty level to make it more challenging.

The programs are designed to make good use of the colour, sound and speed available on the Amstrad and there are some interesting graphics effects in programs like "Kaleidoscope". Most types of games are covered here. As well as the ones that I have mentioned earlier there are some code-cracking puzzles, plenty of programs for people who like shooting down aliens and defending the universe and a version of Dungeons and Dragons that takes you through several levels of the maze, where you encounter 21 different types of monter.

"Fast Typer" is a game where you try to type faster than the computers display — I can't think of a better way of getting keyboard finger, but if you type that program in first and then play it a few times, who knows, you may have increased your speed enough to help you type in the rest of the book!

The text is nicely presented, with large, clear type and some funny illustrations. Overall, this is a good, well put together book that you couldn't go far wrong with.

BOOKS

Creating Arcade Games on the Commodore 64
Robert Woolford
£7.95
Interface Publications

This book is one for Commodore games freaks. If you are a bit fed up of just typing in other people's programs and feel like trying your hand at designing and programming a few of your own then here is a good place to begin. This is not for the complete novice however; you will need some knowledge of BASIC although you do not need to know a thing about games programming. All will be revealed . . .

The book is divided into two parts. The first and main part explains how to develop an arcade game, and the second part contains a substantial example program with full explanations of each part.

The first chapter is concerned with controlling your Commodore 64. It explains all about the operating system and memory, then goes on to how to access the screen memory, before showing you how to produce sprite graphics and sound effects. Chapter 2 gets down to the theory of designing games with some thoughtful ideas about what features should be included.

The next chapter takes a detailed look at programming techniques, starting with how you should try to translate your ideas into action by planning first and coding second (not the other way round!) The last chapter in this section explores video effects and gives several examples of how to achieve effects such as missile graphics.

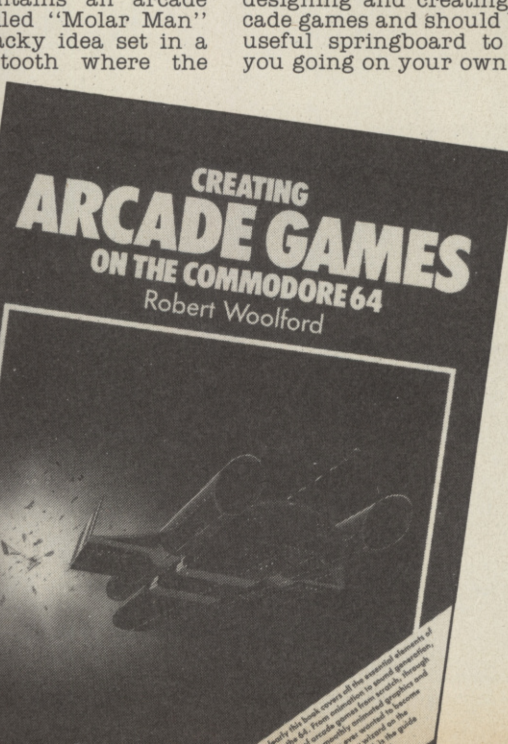
The second part of the book contains an arcade game called "Molar Man" — a whacky idea set in a human tooth where the unhappy player has to defend his enamel from the marauding gremlins of tooth decay. Dentists should love it. Seriously though, a lot of effort has been put into explaining the program in relation to the earlier parts of the book and this approach works very well.

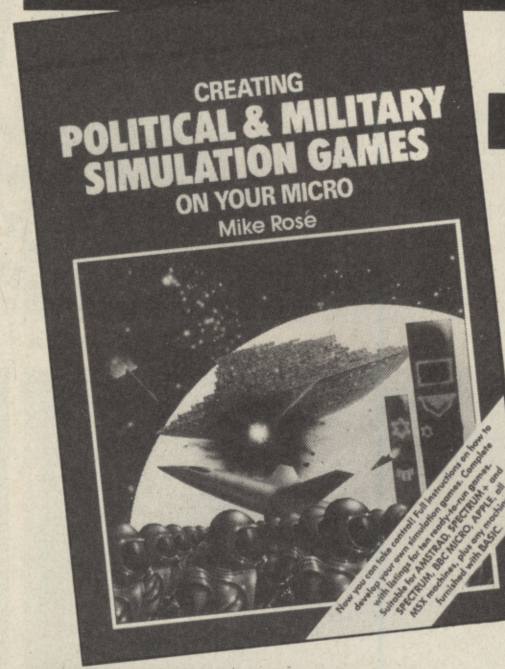
The program is divided into modules and each one is printed out and explained separately, as well as being included in a complete listing at the end. This gives you a series of subroutines that you can adapt for your own programs as and when you want to.

The book provides a good package overall for the would be games programmer: lots of theory backed up by examples. The author has gone to pains to try to explain sometimes quite complicated ideas as simply as possible and this works well by and large, although at times it does sound rather waffly.

Time passes slowly in the book world, and although I too am a fan of the Commodore 64, having one myself, I can't read comments like "64K is a lot of memory for a small computer" without wincing a bit. Other minor grouses are the complete lack of illustrations for a topic that is, after all, very visual and the fact the dot matrix printout was not of very good quality, being quite faint in places. It is now possible to photoset listings direct from disk in a proper typeface and publishers really should not still be relying on patchy printout for books like this.

Overall, I think this book would be of interest to a lot of Commodore games people. It covers all the essential elements of designing and creating arcade games and should be a useful springboard to get you going on your own.





Creating Political and Military Simulation Games on Your Micro
Mike Rose
£7.95
Interface Publications

This book is from the same publishers as the Commodore arcade games book and is conceived along the same lines. It is in two parts, with all the theory and explanations first, followed by listings that you can let loose on to prove that the theory really works.

It is aimed at owners of all the popular micros without being particularly machine specific so most people interested in this subject should find something for them here. The particular machines mentioned are: Amstrad, Spectrum, Commodore 64, BBC Micro, Apple and the MSX machines but once you have got the principles you could apply them to any machine.

It's a slightly different subject, political and military simulation games, and although they may sound a bit daunting I should think to many people they might be a welcome change from shooting down alien invaders once again. It's certainly nice for a bookshelf browser to come across something that's a bit out of the ordinary.

So, the first half of the book is about inventing and developing the game. The author shows that both types of game have a lot in common, such as random factors (deserters or strikes) and subgames (military retreat or local elections). With flow diagrams and tables he shows you how to plan the development of your idea, and then how to translate it into actual coding that will DO SOMETHING.

The second half of the book contains a selection of ten programs, each "ready to run". I have my suspicions about the ready-to-run bit, as there are such great differences between for example, Commodore and BBC BASICs. A note at the front of the book points out that the listings may need some adapting for your own computer and I can't help feeling that this might be a bit of an understatement for the relative novice that the book is supposed to be aimed at. However, it will certainly give you the opportunity to practice your programming skills!

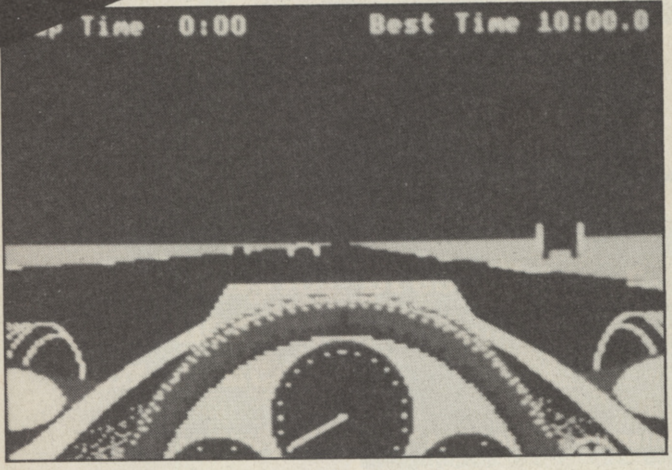
This book too, I feel, is the poorer for having no screen shots or illustrations of the effects described.

There is a good selection of games provided, ranging across history from "the Siege of Doune Castle" to "Galactic Empire", and across the world from Downing Street to Iceland. There are instructions provided with each and some handy tactical tips from time to time.

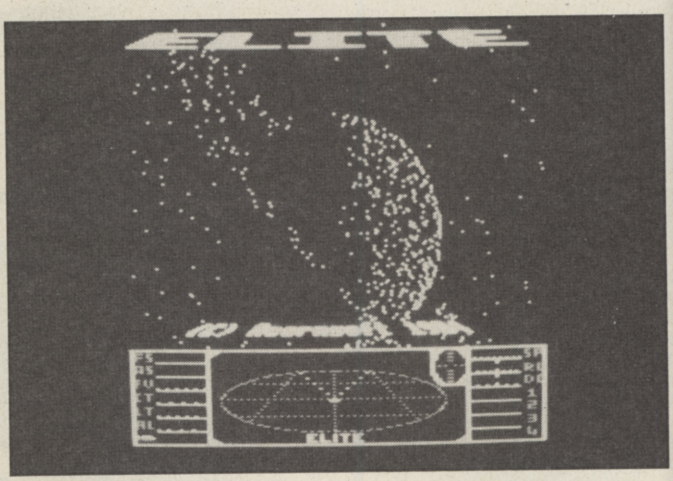
There is a lot in this book and although £7.95 is a bit on the pricey side, I don't think you could grouse too much. For strategy game freaks I'm sure it will be a winner.

THE BBC COLLECTION

Mike Roberts finds high quality and high price the standard of games for the mainly educational BBC.



Revs



Elite

The BBC Micro was launched in 1982 as part of the BBC's computer literacy project. The computer that was designed to accompany it was made by Acorn computers and was a development of their already successful Atom machine. The original machine was designed for a straightforward home market, called the Proton, but the BBC has been aimed at a more serious educational/technical market.

This has prevented the vast number of games appearing that has graced the more suited to games machines such as the Atari and the Commodore, and the (initially) large user base ZX Spectrum.

A lot of games came out to begin with, but then the market that was buying the BBC sorted if self out. The ensuing financial performance of Acorn forced most software produced to abandon all development of products for the BBC machine.

However there has been an enthusiastic group of software houses, headed by Acornsoft, that have persevered. This is their best.

Revs
Acornsoft

This is one of the classic all time racing games. Designed by the author of Aviator with the help of James Hunt's brother the game bridges the gap between simulation and game reasonably well.

The game has some excellent 3D effects and the facility to 'tweak' the handling characteristics of the car by adjusting the wings on the car.

Elite
Acornsoft

Has been called the ulltimate game by many. This game features piracy bounty hunting, smuggling, and more usual straight trading. All interspersed with a healthy amount of dogfighting.

This game took the art of 3D real-time action to its limits and now, a year later, the game is still considered the state of the art in computer games with versions out (or coming out) for most of the popular machines.

Combat Lynx
Durrell

Yet another 3D game (never mind, only one more 3D game to go), in this you are the pilot of Westland Lynx helicopter flying over a contoured terrain complete with contour lines like on a map. There are various things to do in this game, the main object though is just to stay alive — this is not so easy as it sounds and the ground-to-air homing missiles are very difficult to shake.

There is a large strategy element to this game, as well as the usual machine-gun-up-anything-that-moves (and a lot that doesn't) aspect.

During the game you can land at your base and resupply with various weaponry/fuel/troops etc. for whatever game you are playing — ie. if you like tank hunting then it is a good idea to equip for that type of mission. There's a lot to this popular game.

Castle Quest
Micropower

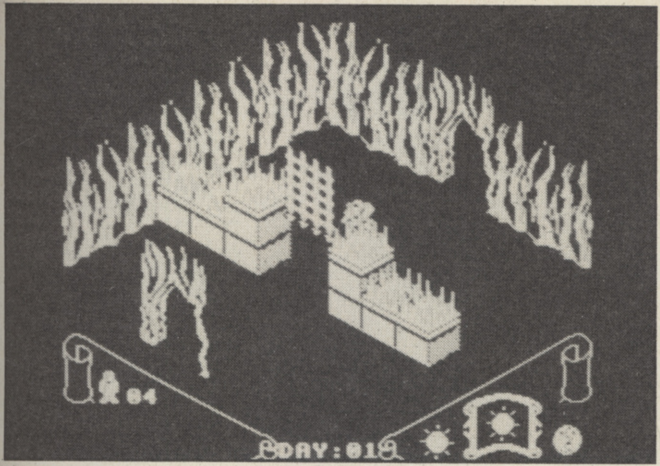
When this game first came out a few people were surprised at how much could be crammed into a beeb considering the limitations of the machine. The game is basically a ladders and ramps game with a much more adventure-like feel to it with adventure-like problems to solve. As an added incentive Micropower will give you a pound if you manage to beat the game within three months.

I think that this game gets the prize (booby) for having the most people ring up the office asking 'how do I do this . . .', which is really silly because we haven't got a clue either!

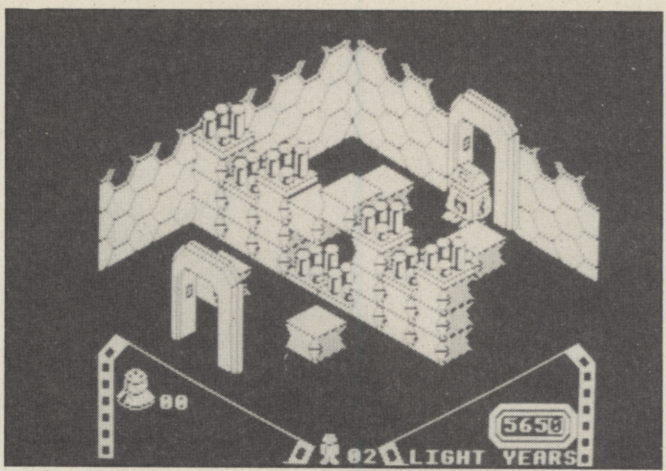
Space Pilot
Superior Software

If you saw Time Pilot a couple of years ago then Space Pilot will hold no surprises.

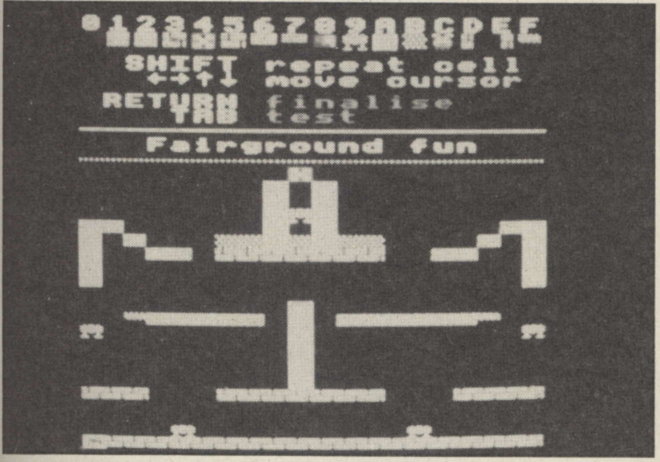
To recap, you are in a time travelling fighter plane that goes through a number of different screens each representing a particular time zone in the history (and future) of



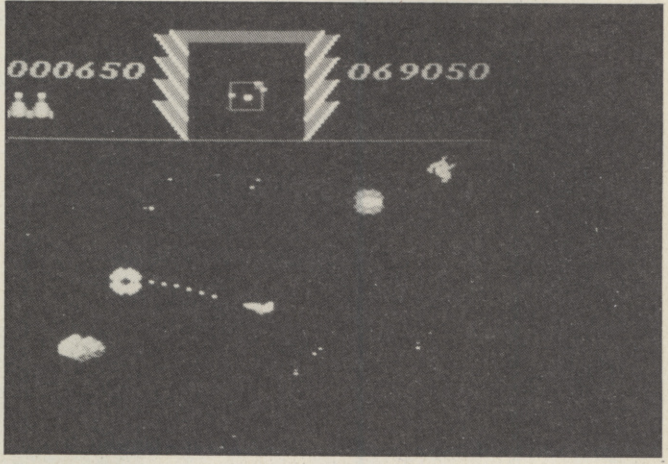
Knight Lore



Alien 8



Magic Mushrooms



Death Star

flight. You start in WW1 go through the other two world wars via Vietnam and Korea, and end up in the future fighting flying saucers. A very fast paced game, not for those of a nervous disposition!

Philosopher's Quest
Acornsoft

For some this is the classic BBC adventure. Though released some years ago, it has still taken some people up to now to finish it!

Philosophy is the theme behind the game, so you have to think like a philosopher to complete the game. For example, in one point in the game you cease to exist, the remedy to this is to 'think' you think therefore you are, and so you re-exist.

Also on doing some odd things you will permanently turn into a lettuce leaf! Quite a challenge.

Hobbit (disk)
Melbourne House

I say disk Hobbit because the tape version isn't really that good. However the disk based implementation of the game is rather special.

The game takes up two 40 track disks plus the original program disk. On 80 track drives you have to make do with just two disks (200K each!)

The disk version has improved text handling, better descriptions and problems, and graphical pictures of every location that you visit.

One of the all time classic adventure games.

Alien 8
Ultimate

Yet another 3D perspective game from the people that churn these games out by the boatload.

I personally don't like the game, but it has enough 'classic' features and popularity to be featured here. This is very similar to Knight Lore (in fact almost identical) and has a little character running around a multi-screened 'space ship' doing various things. Some people like it . . .

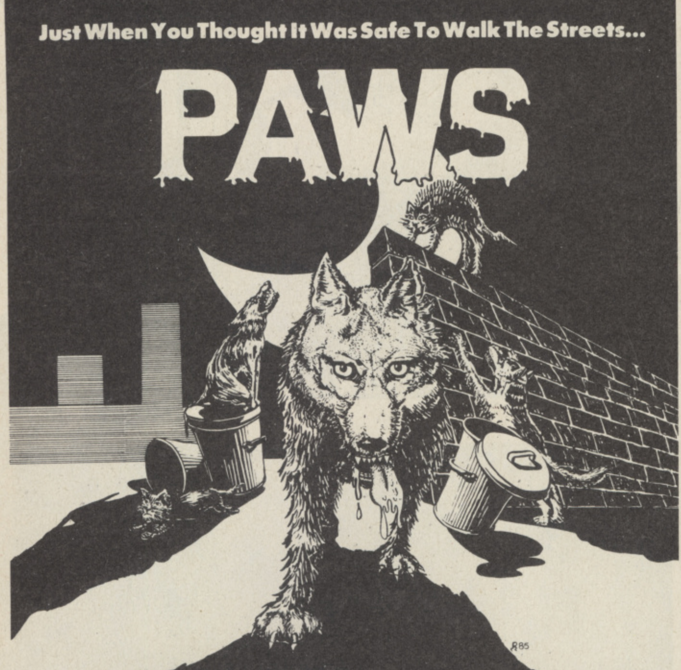
Magic Mushrooms
Acornsoft

This was launched by Acornsoft in a blaze on non-publicity, despite its quiet appearance on the scene the game itself is very good.

The concept is based on the old ladders and platforms type of game, with ten fairly difficult to play screens. The big difference comes when you invoke the built in editor and can actually design your own screens and modify existing screens. This is where the game comes into its own right, extending the life of the game to reasonable levels, where as most games get boring after a while.

Death Star
Superior Software

About a year ago I saw a pre-released copy of a game called Sinistar for the BBC by Atarisoft. It was a perfect implementation of the arcade game. Superior Software have recently launched the game retitled under the name Deathstar, with starbombs and a deathstar instead of sinibombs and a sinistar. Otherwise the game is perfect. If you haven't seen the game before, it has been described as a thinking man's asteroids, though this hardly does it justice. You just have to see the game.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COMPETITION

This month we announce the winners of our competitions in which you could have won a Tatung Einstein plus software worth over £1500 and a place in two play by mail games.

PBM Competition

Ever since our first article on play by mail games (Transmission No. 3) interest has been growing at a phenominal rate which accounts for the response to our competition.

The problem we set was designed to test your ability to out guess opponents that may be hundreds of miles apart, which you would have to do in a PBM game.

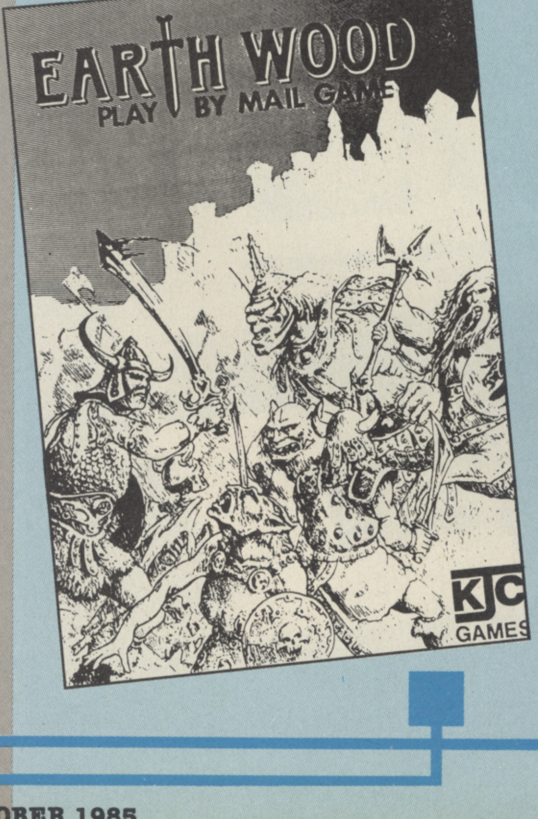
All we asked you to do was send in a single whole number with the lowest two taking the prizes. The catch was that if another competitor sent the same number as you then you would both be eliminated. Hence you were left with the problem whether to aim for a low number in the hope that nobody else would or play safe by choosing a higher number. Then you are left with the problem of just how high to pitch your guess. Too high and you are out of the running, too low and the chances that somebody else will match you are too high for comfort.

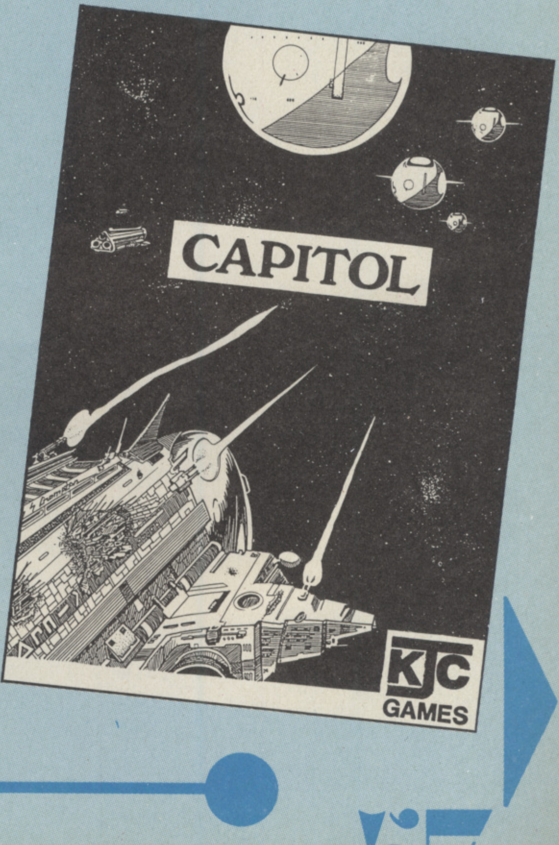
The entries we received split evenly into those three areas.

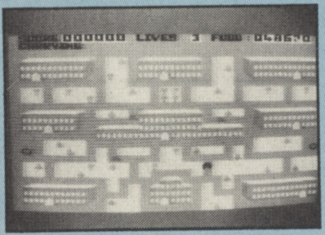
About a third of the entries were low numbers with duplications naturally on 1, 2 and 3 and for some reason 28 and 29. The number 42 was also a favourite, obviously among the Hitch-hiker fans.

At the other end of the scale were a few of you who managed to convince themselves that numbers like 222 and 337 were going to be the lowest. We even had a 427!

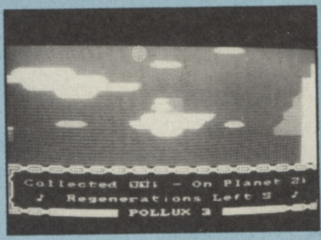
Cue fanfare! The winning numbers were 8 and 22 and their respective winning owners are Peter Willcox from Bury St. Edmunds in Suffolk and Mark Hutton from New Whittington in Chesterfield. Peter and Mark good luck to them in their forthcoming games of KJC's fantasy game Earthwood and Science fiction based Capitol.







Screenshot 1 — Flics(E)/PSS(H)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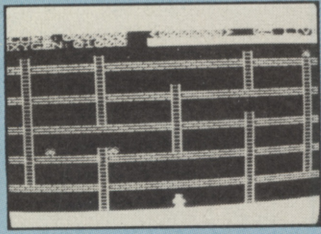
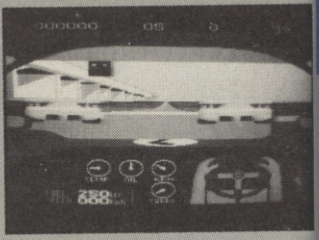
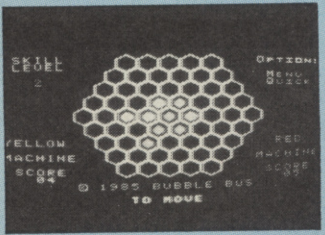
Screenshot 3 — Space Trap(I)/Einsoft(A)



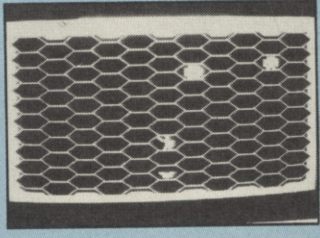
Screenshot 5 — Manik Panik(F)/Solo Software(J)



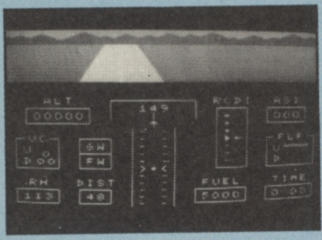
Screenshot 7 — Le Mans(B)/Electric Software(I)


SKILL LEVEL 2
OPTION MENU QUICK
YELLOW MACHINE SCORE 04
RED MACHINE SCORE 07
© 1985 BUBBLE BUS
TO MOVE

Screenshot 2 — Boardello (H)/Bubble Bus(B)



Screenshot 4 — Norseman (D)/Electric Software(I)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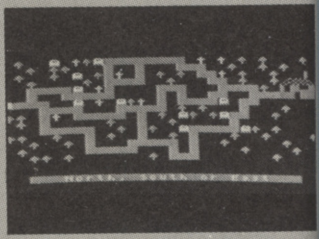
Screenshot 6 — Flight Path 737(L)/Anirog (D)



Screenshot 8 — Nightmare Park(J)/Solo Software(J)

TATUNG
Einstein

Einstein Competition

In our "identify the screen-shot" competition you could have won a Tatung Einstein complete with a Miracle Technology modem and a bumper pack of software including Tasman's Tasword wordprocessor and a collection of games from Anirog, Bubble Bus, Electric Software and Einsoft.

The whole package is worth over £1500 and has been won by 15 year old David Smith from Skegby in Notts.

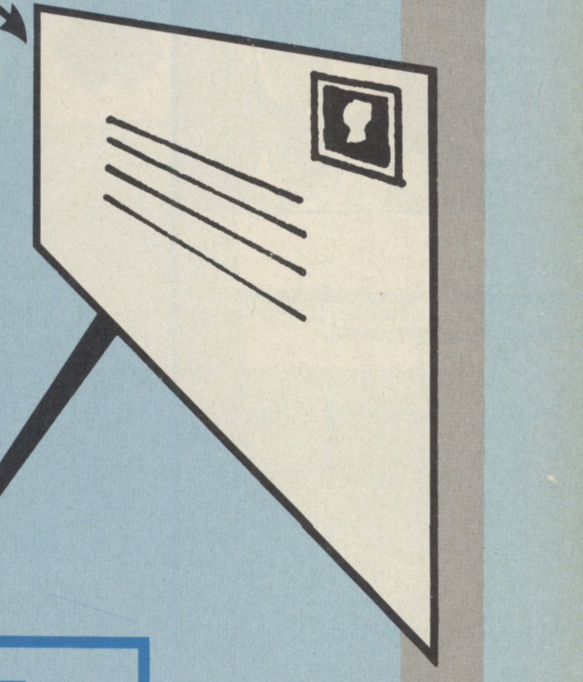
To win, David had to correctly identify the screenshots by matching them with the right game title and software house selected from the lists. He then had to think up an end to the sentence "I like to play games on the Einstein because" in not more than 15 words.

Congratulations to David and comiserations to the other entrants, particularly those who also succeeded in identifying the screenshots.

If you didn't guess them all, then here are the answers to stop you tearing your hair out.

S·U·B·S·C·R·I·P·T·I·O·N·S

DON'T MISS OUT!



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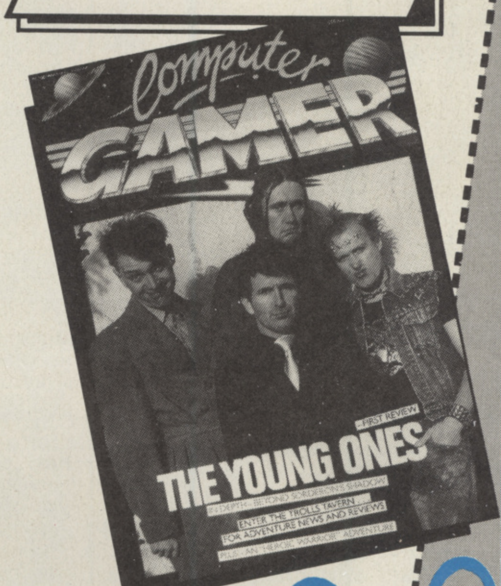
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·R·E·V

Here is a guide to the symbols used to illustrate the game reviews.

Eecaans Star Guide

Black Hole —	●	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	◒	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	○	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	⌖	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	☼	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	✹	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	◌	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title:	**William Wobbler**
Computer:	**Commodore 64**
Supplier:	**Wizard Development**
Price:	**£7.95**

William Wobbler is not the most handsome hero that I've seen in a video game but he is certainly one of the largest, measuring three sprites high. Similarly, all of the locations and objects are large giving the game the appearance of a cartoon.

The idea is to investigate a series of underground passages which harbour keys and other useful objects which lead to further discoveries which will eventually mean a prize worth £1000 prize to some lucky person. There is a catch to this, before you can claim you must save your position on the special free disk supplied with the game. This assumes that you know someone with a disk drive, a little unfair I think.

Willian is well named, as he walks his head wobbles and even the score board wobbles up and down as it scrolls continuously across the foot of the screen. He starts his journey in a landscape that looks like a stage set, with what turns out to be a row of ten hollowed out tree stumps spreading ahead of him. Spreading behind him is the immense hulk of a mother-in-law armed with a similarly outsize club which will reduce his height somewhat if he doesn't move quickly enough.

Another problem is a pesky blue bird which swoops and rises across the screen threatening to break up the partnership between Williams head, body and life force.

William only has one life, if he is careless enough to lose it then he has to start again from the beginning unless he possesses a floppy disk, but more of that later.

His first task is to find the glowing orb which is a vital key to success. One of the tunnels at the bottom of the tree trunk entrances is not guarded by a lozenge shaped droid. At the end of this passageway is the resting place of the orb. Unfortunately, the tunnels are randomly arranged at the start of each game which may mean that you will spend a fair amount of time searching for it at the start of each game. I found the best way was to force William to commit suicide until the correct tunnel appeared at the foot of the first trunk.

Once in possession of the orb, William will automatically produce it when faced with a droid, thus causing the obstacle to disappear. This automatic production of the correct object to solve a predicament is a consistent feature of the game.

After exploring a tunnel, William can leap down a hole and, like a mutant Alice, float gently down to the ground. This is the bottom passage which is inhabited by snakes and flying frogs. Contact with either of these is bad news and causes William to throw a wobbler before he expires.

At the end of the passage is a rope and a disk drive. The rope is the only way back to the surface and the disk drive cannot be used until a disk is found much later in the game. Once you have the disk your life becomes marginally more secure but you still have to get safely back to the drive first.

Apart from useful objects, William will encounter amorphous shapes which can eventually be combined to form a picture which is the key to the £1000 prize so gather them all as quickly as possible.

I found William Wobbler

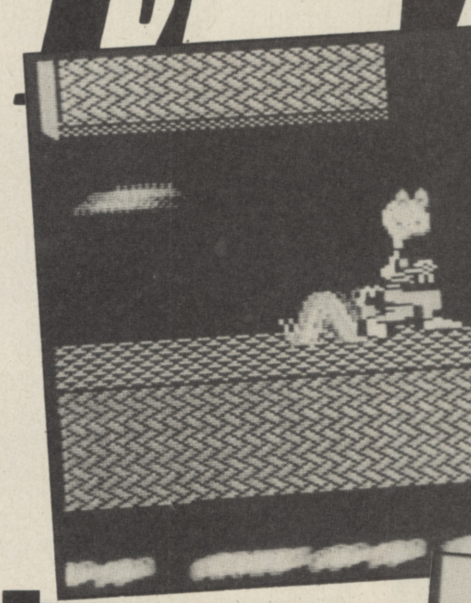
V◆I◆E◆W◆S◆

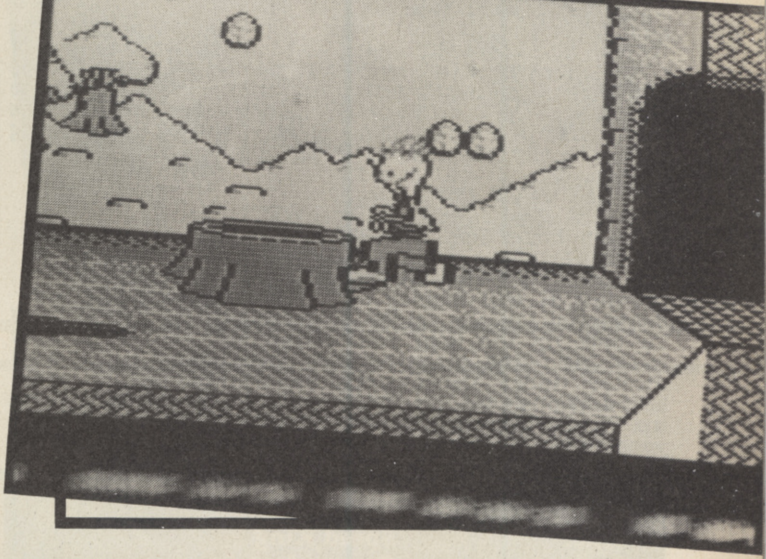
to be a most enjoyable game despite the lack of sound effects. Wizard claim that this is because most of the 64s usable memory is occupied by the visual aspects of the game, though there is a very well arranged piece of music which runs through the game.

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova





Title:	**Who Dares Wins — The SAS**
Computer:	**C64**
Supplier:	**Alligata**
Price:	**£7.95**

Devotees of my regular arcade games column 'Coin-Op Connection' will remember a few months ago a game called Commando. I was very impressed by this and thought that nobody would produce the game on a home computer for some time — perhaps years, whilst the home computer hardware caught up.

However, Aligata have done the impossible and produced a highly accurate reproduction of the game.

To recap, you play a soldier trying to reach an objective by 'rushing' various scenes in the game. The scenes vary from desert areas, to trenches, forts, and desert islands.

Your man can fire his rifle and also lob grenades. The opposition consist of grey clad enemy soldiers also with rifles that run around after you, jump off walls, and pile out of strong-points. There are also strong-points and bunkers with heavier weaponry — mortars that lop shells that have a similar effect to your grenades, machine guns that are extremely unsavoury, and other forms of detremental heavy artillery.

Grenades are very difficult to use. To throw them you have to centre the joystick, press fire, then move the joystick in the direction that you want them to go, this can cause some difficulty if your style of play is similar to mine — wiggling the joystick by firing all over the place. I tend to run out of grenades at a tremendous rate, throwing them all over the place, where they are wasted and not used for their primary purpose — lobbing them over walls and into trenches where your guns can't reach.

Extra grenades are available in small caches that can be found at various points throughout the game.

The same bonus system applys for rescuing prisoners — except in the computer version there is only one guard to shoot, shoot him and the prisoner is exceptionally glad, waves at you, and gives you lots of bonus points.

The animation and graphics are superb, as is the opening theme music. There is little reduction in gameplay quality from the genuine arcade game and what there is is made up for and covered so that you don't really notice it. All the extra bits are there such as the staff car on the bridge and the opening doors to the fort — they could have been left out for ease of programming, but they haven't. This just increases the overall feel of what a great game that this is.

Commando was a smash hit in the arcades, I certainly hope that Who Dares Wins is a hit on computers.

MR

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: Journey
Computer: Commodore 64
Supplier: CRL
Price: £7.95

To make the grade these days action adventure have to be really top class. I don't think that this one has what it takes though I would be willing to be proved wrong.

In many ways it is similar to the action adventure phase which constitutes the final stage of Domark's A View to a Kill but the graphics are not quite as good.

Twelve of the world's most famous treasures are hidden in the labyrinth of passages which lie underground. There are also the usual collection of objects which may help you in your task and an assortment of nasty creatures and pitfalls between you and your objective. Pits of acid, dragons and vampire bats lurk in the subterranean world and there are also underground streams which may dive into to reach the parts of the maze which other methods can't reach.

To pick up an object is an unnecessarily complex procedure. First you stand over the object and a picture of it appears in one of the eight boxes displayed at the bottom of the screen. If you can't tell what it is, pressing H will display a description on the screen. To pick up the item you must move the arrow indicator under the object box and push the joystick up. Then to secrete it about your person you must move the indicator back to the first box in the row. If you don't do this the object is still in your hand and any attempt to climb down a shaft will result in a fall which is usually fatal.

If you wish to use an object you must again position the indicator to highlight the box in which it is located and then press fire. Pushing down on the stick drops the object.

You have three lives but the loss of a life means that you are transported back to the start leaving all the objects you have collected where you met your fate. As far as I can tell this means that if you fell into an acid bath, the objects are lost forever.

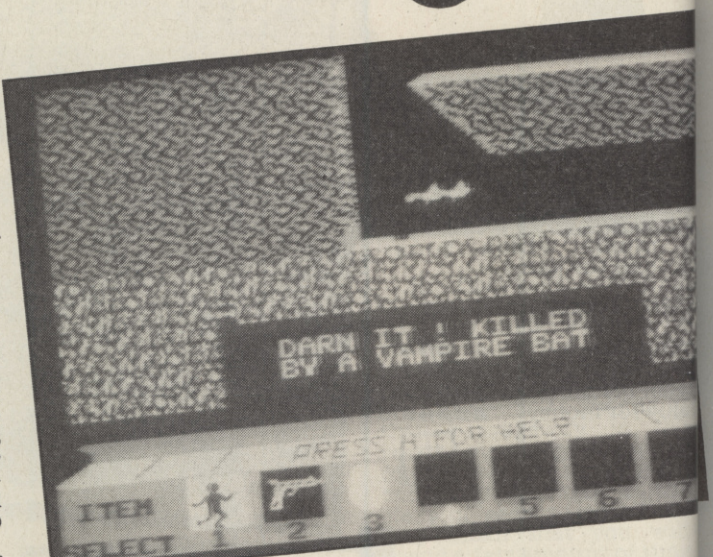
Each retrieved treasure must be returned to the surface, but this does not mean fully retracing your path because various objects along the way will help teleport you closer to the surface.

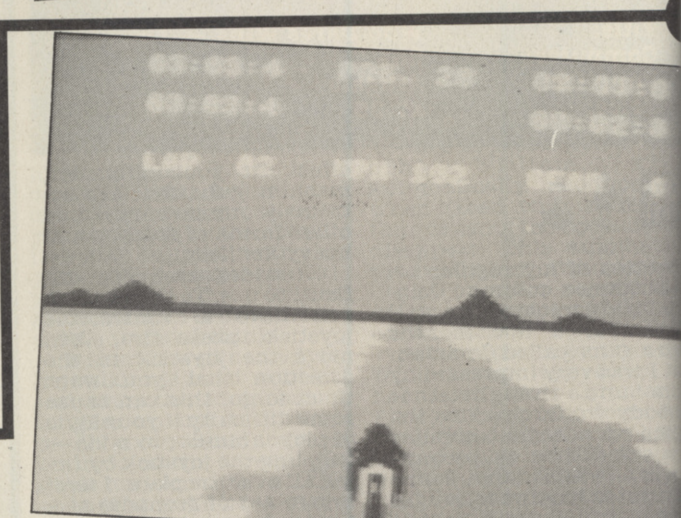
The market is becoming saturated with this type of game and I don't see anything in this one to make it stand out from the pack. Worth considering though.

PLANET RATINGS

Originality ●●
Graphics ●●
Use of machine ●●●
Value for money ●●●

STAR RATING
White Dwarf





Title: Speed King
Computer: Commodore 64
Supplier: Digital Integration
Price: £9.95 (cass) £12.95 (disk)

This is to motor cycles what Pole Position is to racing cars. Race at 250 mph around ten of the top international race tracks including Daytona and Silverstone.

There are three basic modes after you have selected your track and proficiency level. First of all you can preview the track, then you can have a practice run and finally you can enter a race against 19 opponents.

The preview mode merely takes you once around the course but the graphics give a very realistic impression and, apart from helping you to prepare your tactics, it is well worth a look just for the experience.

Practice mode allows you to try your tactics before the race. In both cases you have six gears to work your way up through. Selecting too high a gear for the current speed means that acceleration is not as great as it would have been.

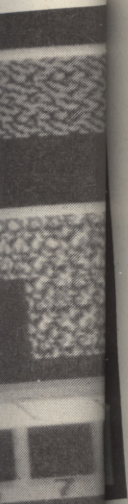
In the actual race, I found the best tactic was to try because the steering of the bike is a little sluggish and makes avoiding collisions a bit of a nightmare. To achieve this the keyboard gave the most positive control because with the joystick forward and reverse moves the gears up and down and it is very easy to slip a gear at the wrong moment.

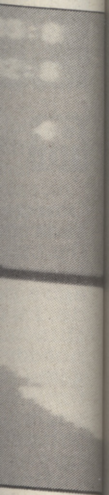
It is a pity that this feature spoils what could have been, and to a certain extent is, a very enjoyable game. The graphics glide very nicely across the screen though I think the crashes could have been more effectively portrayed.

PLANET RATINGS

Originality ●●
Graphics ●●●
Use of machine ●●●
Value for money ●●

STAR RATING
White Dwarf





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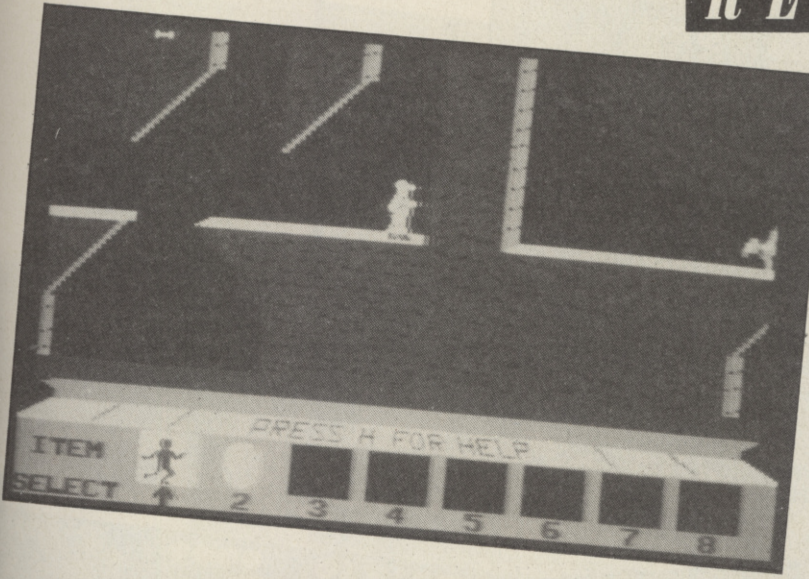

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Title: **Video's Revenge**
Computer: **BBC**
Supplier: **Budgie (Alligata)**
Price: **£2.99**

This game is best described as a vertical Defender without scenery or humanoids.

You fly your ship through various waves of different types of enemy ship, that exhibit similar personalities to those found in defender — ie. there is a baiter type, pods, swarmers, landers (except that they don't land!). There is also an added feature of an energy balloon, bast this 12 times and your firepower is increased.

Your armanent initially consists of a laser system in the good old Defender style. Also the old favourites — smart bombs — rear their ugly heads.

A function carried over from the sequel to Defender — Stargate — has also been included, inviso-flight. This makes you temporarily invisible and immune to enemy attack.

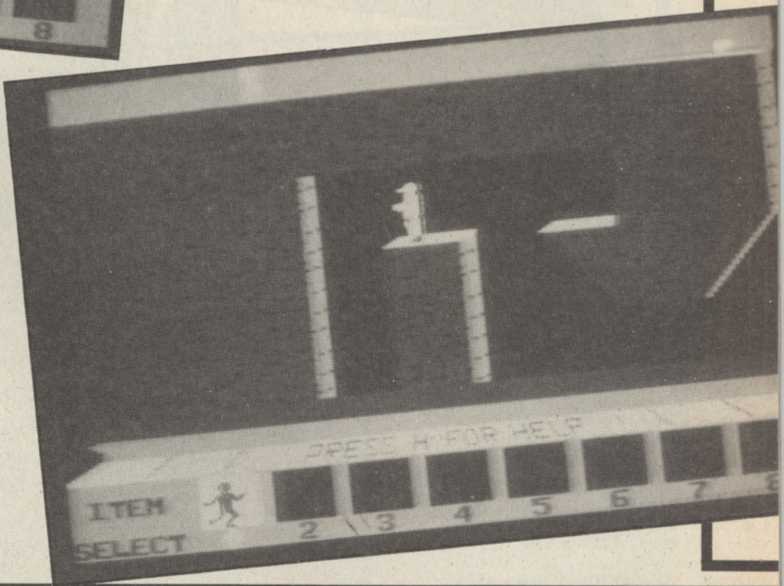
The ship can go in four directions, and re-trace its steps to get a baddy that has been missed. You also have a long range radar scope to see what's coming up, and what's been left behind.

Altogether a reasonable game for the price, this is a lot better than some of the rubbish that has been turned out in the 'budget' category.

PLANET RATINGS

Originality ●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●●

STAR RATING
Bright Star



Title: **Super Sam**
Computer: **48K Spectrum**
Supplier: **Budgie**
Price: **£2.50**

As a change from collecting parts of a magic crown or amulet, Super Sam has to collect eighteen pieces of a cage in which to capture the elusive Boris. Thus runs the plot in this budget arcade adventure from Budgie.

Most of the action takes place in an old castle but the game itself starts with you in an ordinary street trying to find your way into the fortress. As well as moving round avoiding various nasties, you also have to dodge round many pits and get the hang of some teleport doors.

Although not graphically stunning, the rooms show considerable variation — something not always seen in more expensive games. There are thirty-four rooms to be explored. Collision with one of the monsters causes a reduction in energy. When your energy reaches zero, one of your three lives is lost. You have no means of fighting back although you can gain a temporary immunity by collecting a mystery syringe.

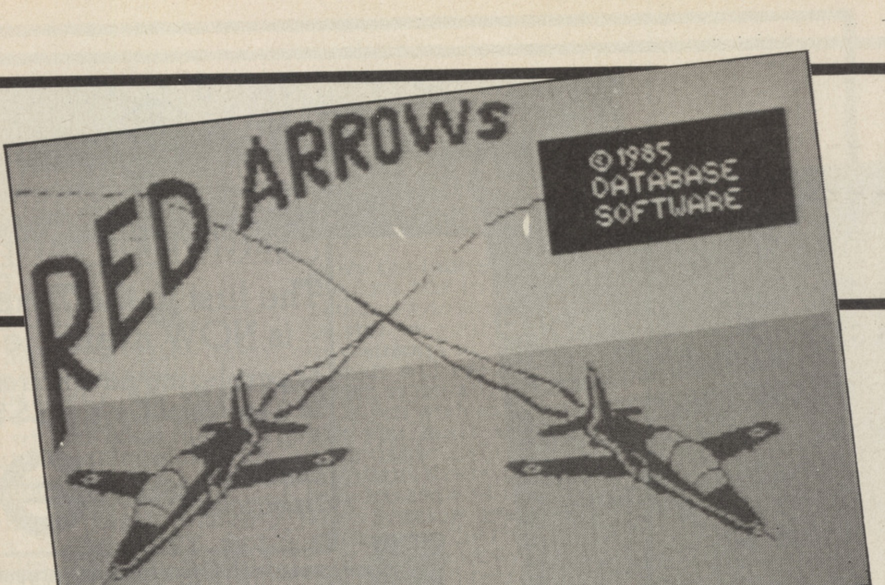
The main problem with this game lies in its graphics. The movements of the main character is quite jerky and I experienced considerable problems in picking up objects (done automatically by moving over them). This is a pity because Super Sam is an enjoyable little game with some nice original touches.

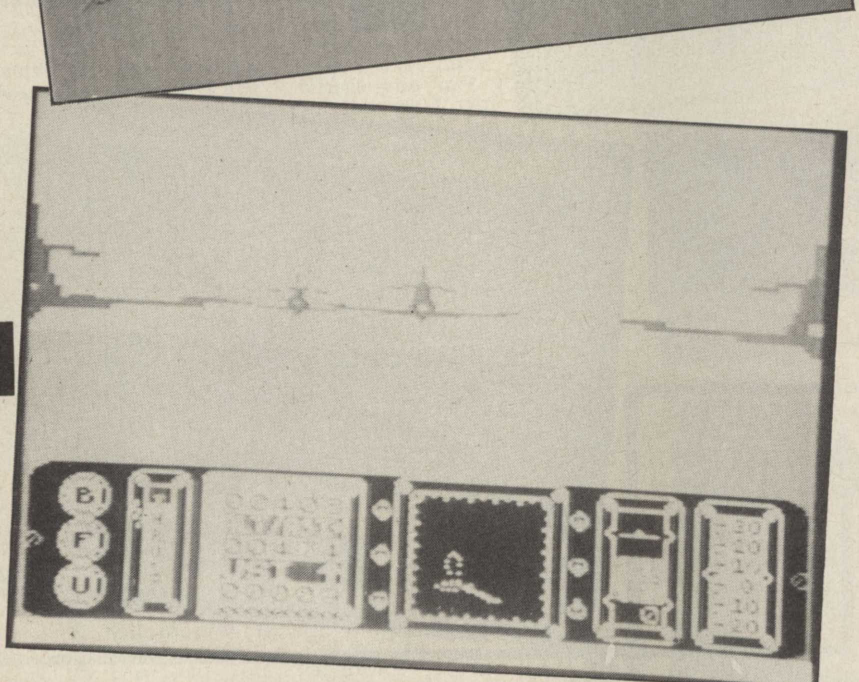
GH

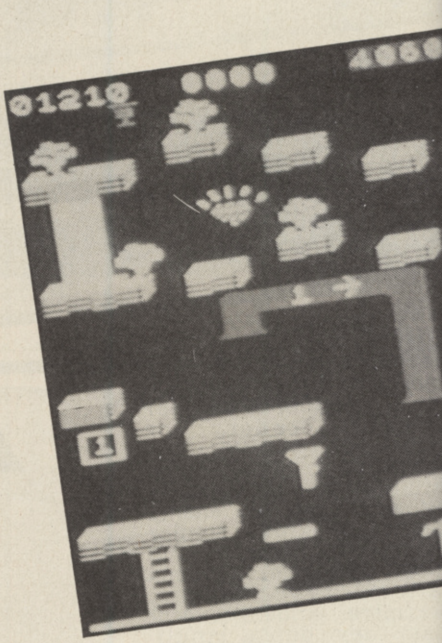
PLANET RATINGS

Originality ●●●
Graphics ●●
Use of machine ●●
Value for money ●●●

STAR RATING
Bright Star







Title:	**Red Arrows**
Computer:	**Spectrum**
Supplier:	**Database Software**
Price:	**£7.95**

Database Software are probably best known for their Mini Office suite of programs, which got some good reviews in a number of magazines. But I doubt whether this flight simulation will be as well received, I'm afraid.

The program is a little different from many other similar efforts in that it requires you, not just to complete a successful flight, but to fly in formation along with the rest of the 'Red Arrow' squadron. This could have added an extra dimension to the standard flight simulator theme, but the implementation of the game rather lets the ideas in it down.

The graphics are adequate but dull, the horizon being represented by a simple horizontal line which rolls rather jerkily to indicate the banking of your jet. The other jets in the formation don't add much to the excitement, as they are fairly simple graphics which plod across the screen with a mind of their own.

What gave me the most problems with this was the sluggishness of response to the joystick. At first, I couldn't make out what was happening to the jet. The pilot's controls are fairly simple and clearly depicted on screen, but the readings I was getting didn't seem to bear much relation to the way I was handling the joystick. It was only when I realised that the response was a bit sluggish that I could figure make some sense of the controls. Even so, I never came anywhere near to flying in a reasonably straight line, let alone joining the other jets in their formation flying.

During one flight I lost control completely, but it was only after about five minutes of helplessly rolling around the sky that I crashed and could start again. Watching the horizon rolling round and around while I alternately tried to crash (and start again) or regain control was a pretty boring experience.

Maybe I'm getting cynical in my old age, but as the line of mediocre programs that try to gain publicity through licensing deals grows longer, my patience with them grows shorter. On this occasion I stuck at the game to make sure it wasn't just a matter of getting used to the controls, but once I realised it was the game and not me that was failing, I was quite relieved to put this one aside.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Nebula

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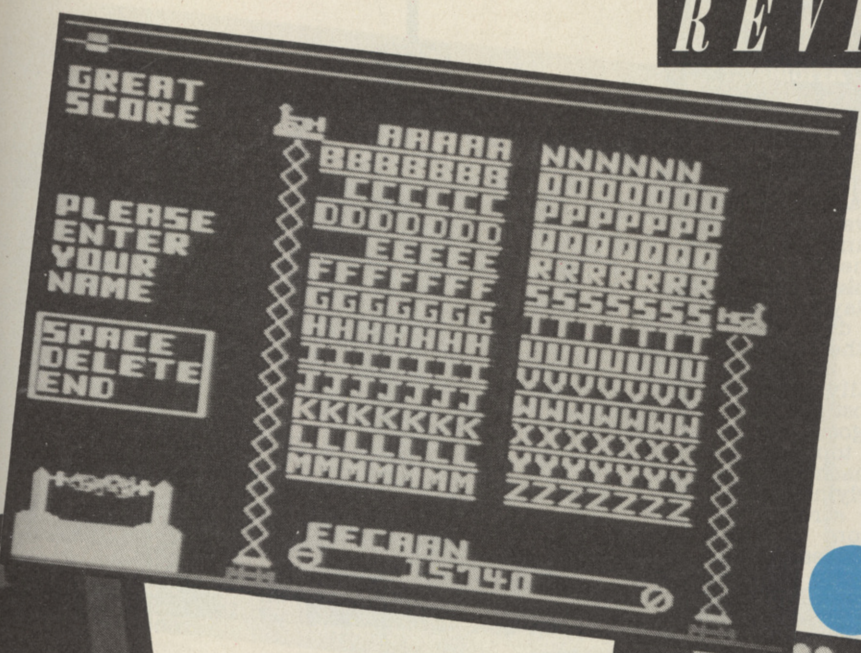
GREAT SCORE
PLEASE ENTER YOUR NAME
SPACE
DELETE
END
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CCCCCC PPPPPPP
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FFFFFFF SSSSSSS
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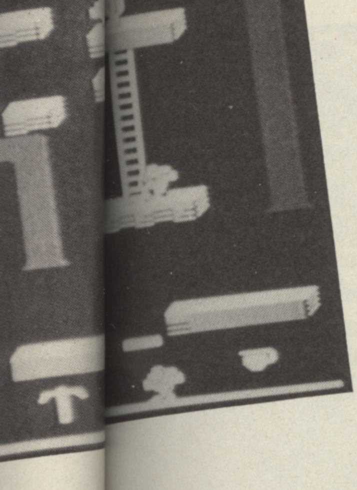
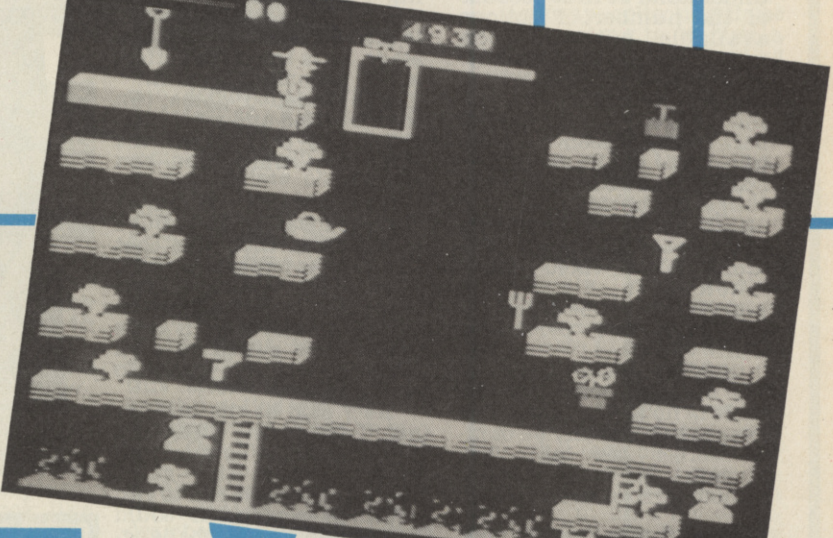




Title:	**Bounty Bob Strikes Back**
Computer:	**Spectrum**
Supplier:	**US Gold**
Price:	**£7.95**

Bounty Bob is the sequel to the classic Miner 2049 which spawned a whole generation of platform games. Bounty Bob was originally available in C64 and Atari versions but has now been converted for the Spectrum.

Little has been lost in the process in this game which is a must for Spectrum owners.

The mutant organism's of the Yukon Yohan have taken over 25 screens of a mine. Your job is to take them back by walking over every piece of framework which turns solid as you do this. This isn't going to be easy as every inch of the mine is covered in mutants.

Luckily there are hydrolic lifts and slides to get you about not to mention the curious suction tubes which suck you up at one end and spit you out at the other.

Scattered throughout the mine are some strange objects that when collected allows you to turn the tables on the mutants. However this effect doesn't last long so have to use the opportunity well to either kill lots of mutants or get you safely through to the next object.

Each screen presents a different challenge and it will take you some time to pick your route through the mine making best use of the objects, slides, suction tubes and lifts.

Once you've completed all 25 screens you try them again at either a higher skill level or change your number of lives (between 2 and 4) to form a new challenge. Changing the skill level to medium increases the speed of the mutants whereas "hard" gives you the added problems of regenerating mutants and platforms that reset.

Finally, as an added bonus the high score table is infact a factory in which you control two bulldozers that select the letters to form your name.

Congratulations to US Gold on an excellent conversion of a superb game.

PLANET RATINGS

Originality	●●●
Graphics	●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: **Pinball Construction Set**
Computer: **Commodore 64 (disk)**
Supplier: **Electronic Arts/Ariolasoft**
Price: **£14.95**

In the days before computer games, pinball was my game and I still enjoy exercising my flipper fingers occasionally. With this package I can do more because I can actually design my own table.

The sad truth is that the designing proved to be more fun then the playing though there are a few areas which could have been better planned.

There are five ready made tables which can be played or modifed depending on your mood. The package is quite difficult to understand at first because of the number of options available but the icon menus do help enormously.

The first screen which you are presented with has the table occupying the left half of the screen with option icons to the right. The space in between shows the range of table features such as flippers, kickers and rollovers. Although the table has a fixed shape when it appears, everything can be redesigned, even the perimeter walls.

Changing the shape of the main structure of the table is no easy matter. The shapes are literally stretched across the table but without a fine tuning system errors are hard to correct.

Once this laborious task has been completed the positioning of the features is equally inaccurate and time consuming but mistakes are more easily rectified because you are moving solid shapes. Any number of these features can be chosen and you just keep adding until you are content with the layout.

Adding patterns and designing a title is the next stage and is purely cosmetic. This phase does have a magnifying feature which gives the ability to control individual pixel blocks. There is a choice of three colours but the designs play no part in the game and do not form barriers to the movement of the ball.

Normally this would satisfy most people but this program goes one step further. The top can be lifted off the machine to reveal the underlying electronics. Using a screwdriver or pliers icon the various games features can be electrically linked in groups of up to three. Hitting all of these linked features during a game will result in a special bonus score which is also decided upon at this stage, as is the sound effect which accompanies a hit.

The finished game can then be tried and when you are happy that this is the game you want, you can save it.

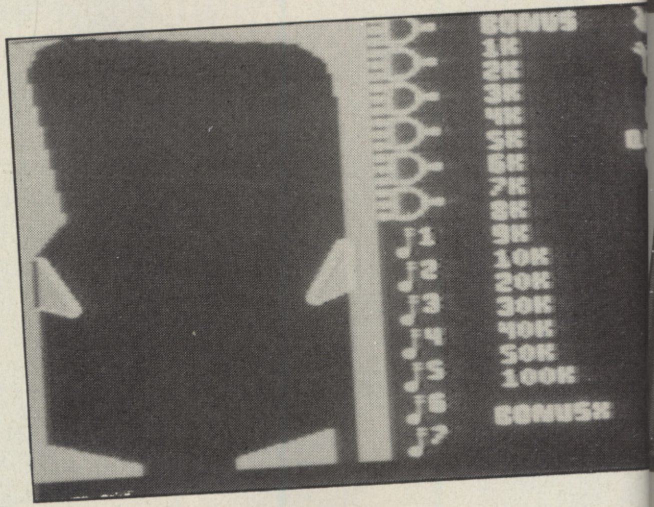
The version which I reviewed was on disk, but I notice from their ads that the game is expected out on cassette in the near future. How this will transfer to tape I cannot say, it does seem more suited to disk systems but I'll have to wait and see.

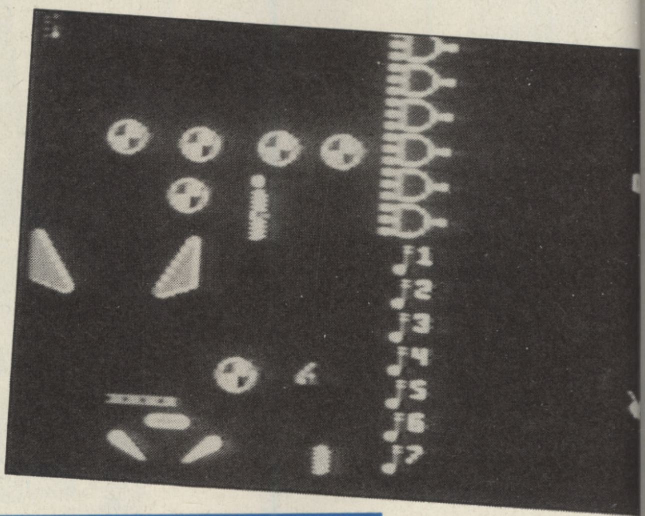
As I said at the beginning, I found the designing of the game to be more enjoyable than the game itself. If the table ran to two or three screens it could have been more challenging.

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf





Title: **Ghost Chaser**
Computer: **C64 plus joystick**
Supplier: **US Gold**
Price: **£9.95**

Given the vogue for platform games and 3D arcade adventures, I suppose it was inevitable that someone would try combining the two. In Ghost Chaser, you play the part of Harry, exploring the haunted Fairport Manor.

On entering the house, you will find many ghosts materialising in front of you. Whilst you can neutralise these temporarily (of which more later), the only way that you can permanently dispose of the menace in sheets is to collect eight keys that are scattered throughout the mansion and so make your way to the treasure room.

There are sixteen rooms to be explored but most of these are inaccessible to you until you collect some of the keys. You can move round the various rooms by running, jumping and ducking, climbing up and down stairs and crawling along rails.

To hinder your progress as you move round the rooms, as well as the aforementioned ghosts, are assorted places for you to fall off is you mistime your jumps. You do have some defence against the spooks though, in the form of ectoplasm blobs. You start off with three of these, but there are many more to be collected and you can hold up to five at any one time. Hitting a ghost with one of these blobs will cause it to dematerialise.

My overall feeling when playing this game was one of disappointment. The graphics are indistinct, the colours drab and some of the jumps difficult to determine due to the 3D nature. Also, only sixteen rooms would seem to represent poor value for money when compared with some of the multi-roomed arcade adventures available today. I can't help thinking that a player will "solve" Ghost Chaser quite quickly and then never go back to it again.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
White Dwarf

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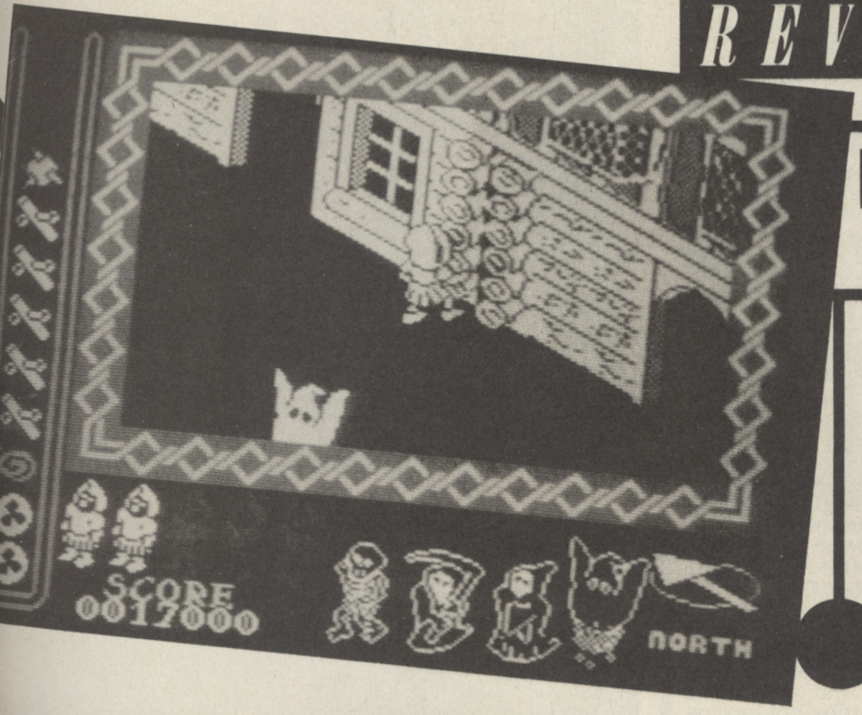


Title:	**Nightshade**
Computer:	**Spectrum**
Supplier:	**Ultimate Play The Game**
Price:	**£9.95**

My favourite computer game, without a shadow of a doubt, is Ultimate's Knight Lore, and since the happy day that I bought that game at last November's Microfair it has become the yardstick against which I measure all arcade/adventures.

Set against that yardstick, I'm not sure that Nightshade is an improvement, I'm afraid. Yes, the Ultimate graphics are as good as ever, but the content of the game seems to be a bit lacking compared to their most recent releases.

The game is set in the village of Nightshade, which has fallen under a terrible spell. Demons and other evil forces control the village, and plagues have turned the village people into monsters that look like Muppets gone wrong. Your task is to somehow lift the curse from the village and to set things right.

The Filmation graphics system of Ultimate's last two games has now been updated to Filmation II. The overhead angled view remains, though the ability to manipulate objects and to move in and around obstacles (as in Knight Lore) has gone. The innovation this time is that the Sabreman now moves through a fully 3D landscape that scrolls past him as he walks through the village streets. Graphically this effect is as good as anything I've yet seen on the Spectrum, and the way that the buildings (which are all highly detailed) scroll so smoothly is very impressive. The only drawback is that Filmation II uses colour, and the Spectrum's famous colour clashes look a bit messy at times.

The trouble with the game is that though the outsides of the buildings are all nicely depicted, and they all scroll ever so well, the insides are a bit dull. After wandering through the village for a couple of hours now (and it seems to be pretty extensive — just wait for the maps to start appearing), I've only managed to find two or three rooms that contained any objects of interest. The vast majority of the rooms seem to be just rectangular spaces with a few monsters in them (plus lots of antibodies, which you can collect to combat the plague-ridden villagers).

The status display at the bottom of the screen contains a number of figures which correspond to some of the nastier creatures I've come across in the village, and presumably the objects that you can collect are meant to be used against these creatures. As usual though, Ultimate don't reveal very much in their instructions, so I'm not too sure quite how these objects are to be used.

Anyway, collecting these objects seems to be just a matter of wandering around the village until you stumble upon them — there's no element of skill or reflexes required to find them as with the objects hidden in all those hard to reach places in Knight Lore. neither can you move or carry objects as you could in that game.

Possibly I need to play Nightshade for a few more hours before it will reveal its secrets to me, but that's not something I had to do with Knight Lore or Alien 8. Those games were instantly addictive, and even though it took me a while to figure out what I was doing, they still had enough in them to hold my attention while I was feeling my way. That's not to say that Nightshade is a poor game — it's still one of the better Spectrum games that I've seen recently, on the strength of the graphics alone. But this time around I can't help feeling that Ultimate have concentrated on graphics at the expense of content. It's very good, but it doesn't depose Knight Lore from my personal No. 1 spot.

SD

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Wizards Lair
Computer: Commodore 64, Amstrad
Supplier: Bubble Bus
Price: £7.95

This is an action adventure in the mould of Knight Lore but much faster and more difficult to play. The aim is to collect golden lions which will allow you to escape from the hell hole you are in.

The rooms are seen from above and the graphics are quite good. Even when you are doing well against the numerous enemies there is always the chance that a wizard will show up to zap you. To help you survive their are items which have various attributes to protect or reinvigourate your character.

The building which you are exploring has seven floors which are reached through trapdoors but there are also matter transporters which can teleport you to a chosen level as long as you know the name of the floor you want to go to.

On each level rooms are entered through doors (surprise, surprise). Some doors are always open while others slam open and shut. With the speed of the onrushing horde these slamming doors can be a nuisance and if it wasn't for the fact that you are carrying a weapon all would soon be lost. Unfortunately, your weapon has limited ammunition and it is best to seek out a protection helmet whenever possible. A set of wings to double your speed can also be of use but all items found only work for a limited period so only grab them at the last minute.

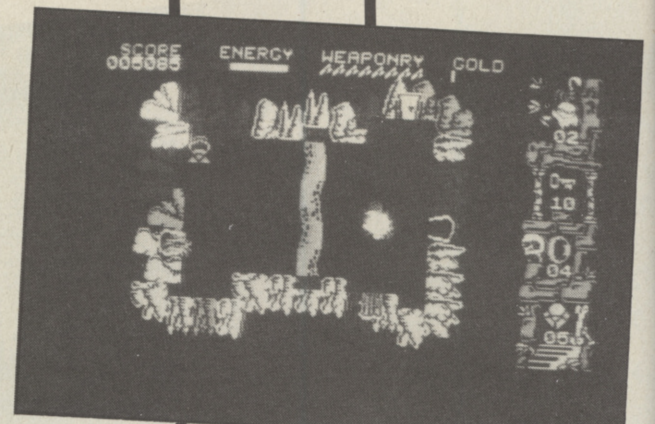
This game is certainly challenging but the relentless persuit does get tiring. Luckily their is a pause facility for those times when it all becomes too much to bear.

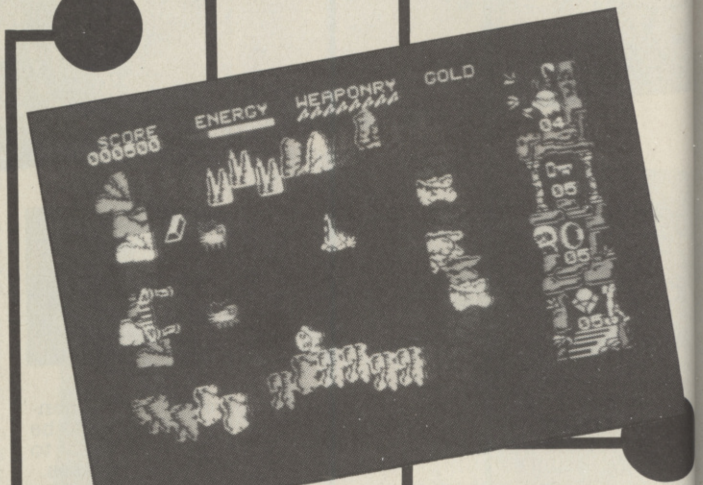
Interestingly, Bubble Bus have released this as a two machine tape with an Amstrad version on one side and the Commodore version on the other. This might make good economic sense to the company concerned but it certainly does not benefit the purchaser who loses out by not having a second chance of a successful load if there is a drop out on side of the tape. It did give me an opportunity to try both versions which I found compared favourably though the C64 version had a slight edge on overall quality and speed.

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star





Title: Mail Order Monsters
Computer: Commodore 64
Supplier: Ariolasoft/Electronic Arts
Price: £14.95

After a short wait the parcel arrived on my doormat. With trembling fingers I carefully unwrapped it to reveal a Morph of my own. No, not the cute little creature devised by Tony Hart but a savage little beast of my own design, bless its scaly little head.

Quickly I dashed off a letter of thanks to Mail Order Monsters Inc. and hurried off to the Transmat Booth to try out my nasty little beast in battle. What fun it was to watch him blast the living daylights out of anything that moved. "That's my Morph", I thought with pride.

If this little scenario appeals to you then Mail Order Monsters (MOM) is for you. There are three options in the game: free trial, rental and tournament.

Free trial allows beginners to try out a selected Morph (Mail ORder Psychon Hero) from a choice of the twelve basic types. Each has its own abilities and weapons so it also enables you to see what effect these have.

Once you have selected your morph, you are transported to the battlefield. This is shown as a map upon which their are two squares which mark the positions of your morph and that of your opponent. Using the joystick, you can wander about at will. If you choose not to attack your opponent immediately, you may meet other creatures as you travel. When you do meet something, the screen changes to give a close up of the battle.

Weapons range from claws and teeth to multiple laser devices. To select which weapon to use, a menu is available at the top right of the screen. It takes time to choose a weapon so this should be done before engaging in battle whenever possible. Any defence against chemical, energy or mind attacks can also be employed.

If your creature encounters something other than your opponent, then he takes control of the new opponent for the duration of the fight. When the battle is over (assuming that you survived), you are returned to the overall map.

Victory goes to the morph who kills his opponent or successfully defeats six enemies.

The intermediate game differs from the basic game in several respects. After selecting your morph from the vats in Morph meadow, you are given 1000 psychons with which to buy extra attributes such as more lives, a bigger brain or more strength. The budget also has to stretch to selecting weapons and defences. Once you are satisfied you can then name your battlefield and the type of game you want to play.

Their are three types. The first is the destruction game which is the same as the free trial game. The second game is a race to collect flags which are protected by guardians. The

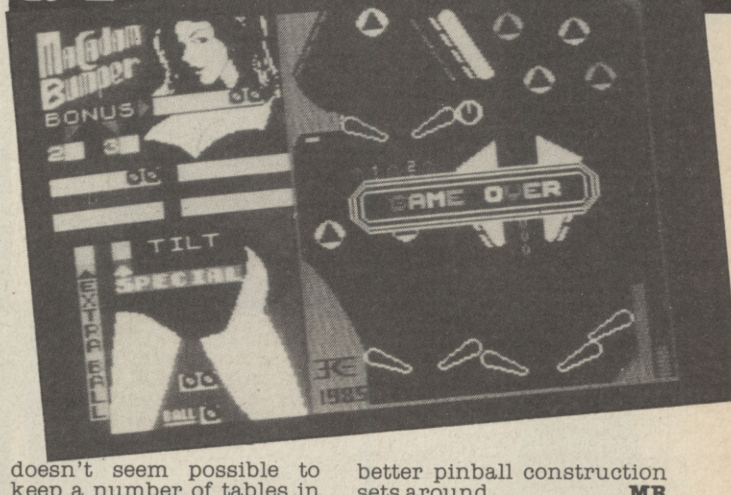
Title: Macadam Bumper
Computer: Amstrad/Spectrum
Supplier: PSS
Price: £7.95

This is a pinball game, I say this because the title doesn't really say a lot about the game — nothing about what it's about anyway. The loading screen is a bit more explicit, a full colour cartoon of a punk playing a rather sorry looking pinball table.

Options abound in this game from redefining the keys to whole table redesign. The initial table is a bit odd to play with, having SIX flippers! But the two designer screens are very good, you can change the point values of the various bumpers and targets, and the actual table design screen is very good.

All the bumper and flipper symbols are to one side of the screen with all the keys associated with them. The crosshairs are then moved with the cursor keys to maneouvre around the screen and position all the various bits and to draw out the shape of the table. Nothing is impossible.

Tables can be saved to tape for later use and there is a competition for the best table sent into PSS with the winner getting a real table as a prize. Though it doesn't seem possible to keep a number of tables in memory at one time and to switch between them.



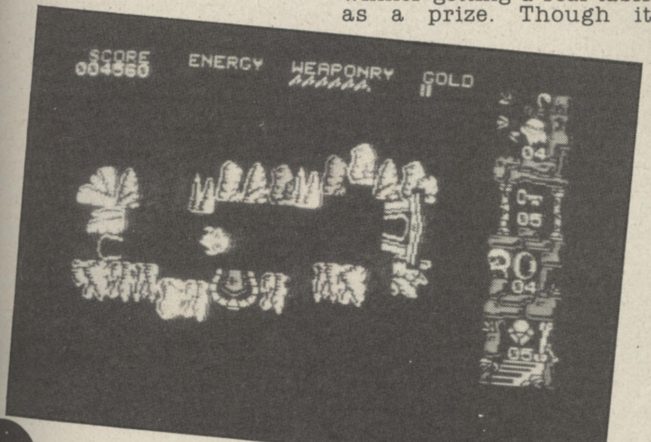
The tape is supplied as Spectrum/Amstrad game with one version on each side of the tape, which is good news for retailers, having to keep less stock lines. Though I haven't seen the Spectrum version yet it seemed to be similar to the Amstrad game.

Overall, this is one of the better pinball construction sets around. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant



flags must be collected in numerical order and the winner is the one who collects all eight flags or kills his opponent's morph before it collects all the flags.

The final option is the Horde. Teamwork is called for in this game as your morphs are under attack from a horde of creatures which start at the top of the screen. If the hordlings reach the bottom of the screen, the game is over and both players lose. If the horde is defeated the winner is the morph who killed the most.

In principle, the Tournament game is like the Intermediate game but each combatant only has 500 psychons at the beginning but winning battles will alow you to buy more attributes for your morph later.

Terrain and contest type can be chosen but two contest rules can be selected as well. For example, one player may choose 'no channel attacks' the other could opt for 'no surrender'.

As you can see, the game is quite involved but I found that the computer made a virtually invulnerable enemy. This is especially obvious when playing the flag game. The computer morph makes straight for each flag in turn and all I could do was follow in its wake, hoping to win the final gallop for the last flag (I lost).

Against a human opponent I faired much better and the game started to come alive. Be warned: this game brings out the darker side of your nature. **JG**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●
Value for money	●●●●

STAR RATING
Red Giant

Title: The Goonies
Computer: C64, Atari, Amstrad and Spectrum
Supplier: US Gold
Price: £9.95

The Goonies is a game based on the latest Steven Spielburg film which will reach these shores this Christmas. The game is an eight screen platform game based on the adventures of the Goonies kids in their search for pirate treasure.

Each screen poses a different set of problems that must be solved by two of the Goonies working together. These are either controlled by different players or by one with a press of the joystick button swaping control between them.

This takes some time to get used to and certainly adds a new dimension to a platform game. It is inevitable that you'll move the wrong person at the wrong time losing you one of your eight lives.

The problems posed by the screens are more involved than the standard "get the object" and involve extensive planning, decisive control and quick reations.

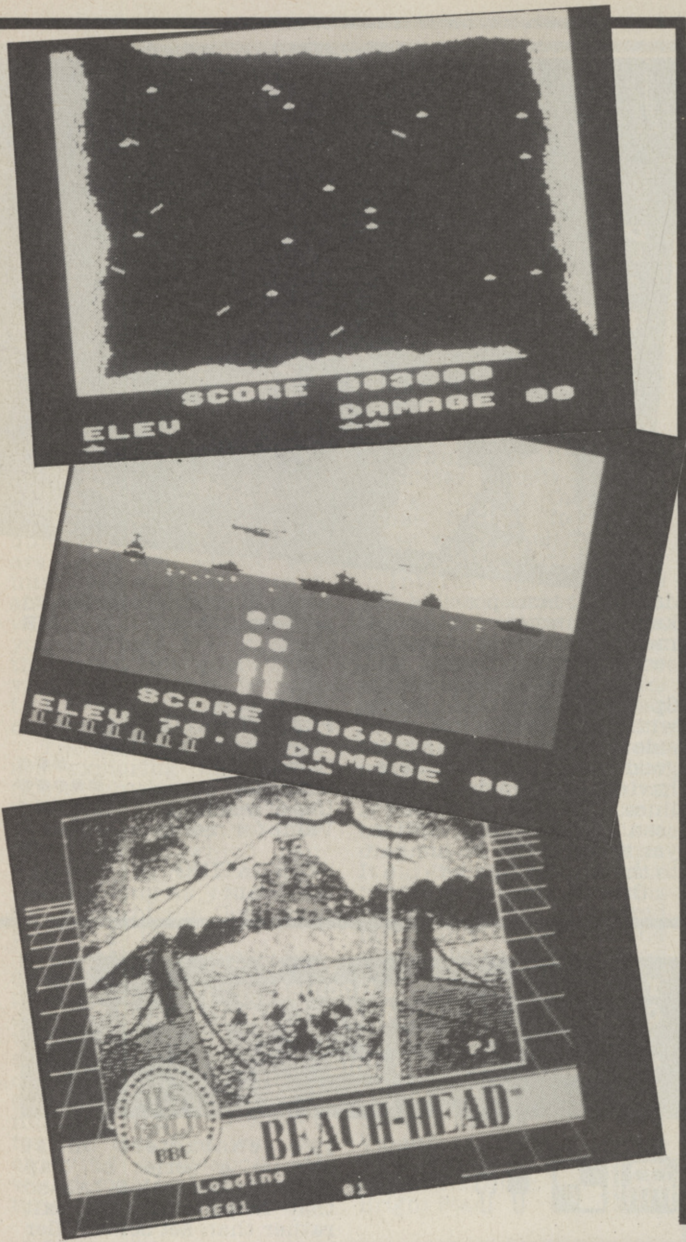
To solve one screen the two characters must operate a series of trap doors to control a ball so that helps clear the exit rather than set some killer birds on to them. In another, the kids must avoid jets of steam before blowing a pipe to clear their exit. Progress in another is hampered by giant birds dropping eggs that if left alone will hatch into more trouble.

US Gold hope that this Datasoft program will be their "Ghostbusters" of this Christmas. Certainly all the ingredients are there. The film has done well in the States and there's a Cyndi Lauper single and in my opinion the game is better. Whether they mix, time will only tell. Even if it doesn't break all software records its one the best platform games I've played. **TH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant



Title: Seven Cities of Gold
Computer: C64 (disk)
Supplier: Ariolasoft
Price: £14.95

It is the 16th Century and you, a fearless explorer, are seeking adventure exploring strange lands.

Your King has given you 3 ships, food, goods to trade in and 100 men and leaves you in no doubt that he wants results.

After months at sea you sight land and discover a new world. But its whole continent and your King wants it all explored (not to mention his cut of the gold).

Further investigation reveals native villagers and even the odd Inca settlement.

How you deal with natives is up to you with the options being to either trade with their chief or wipe them out. If you trade you might be able to swap your goods for gold or perhaps your food supplies need topping.

After a year or two away from home the lads are getting restless and so its back to the King who if he's pleased will give you more cash to buy more ships or maybe even promote you from your humble status of Captain. It's more likely, however, that he'll think your performance has been poor and sling you out. Either way it's down the pub for a few swift halves of ale, a quick sleep at home before going back to some more native bashing.

Although exploring the unknown is always fun and dealing with the natives can be challenging the game is basically a management game in which you must juggle food, good and men resources to get the most gold.

Although I'm a self confessesed Electronic Arts fan I was quite disappointed with this one which certainly isn't up to the standard of their excellent Skyfox, ACS and Racing Destruction Set.

TH

PLANET RATINGS

Originality	●●●
Graphics	●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf

Title: Beachead
Computer: BBC/Electron
Supplier: US Gold
Price: £9.95

This is the first conversion for the BBC from US Gold and is probably a marketing exercise to see if the BBC market is worth going into.

If so, Beachead is probably a mistake. Despite its great success a year or so ago, nowadays it is a bit long in the tooth and is nothing special as far as games go. Having said this, the implementation on the Beeb, and more so the Electron, is superb.

For the uninitiated, Beachead is a game, where by going through different stages, you have to destroy a fortress.

The first stage is either a secret entrance full of mines and torpedoes and then a short air battle, or a long air battle by using the main entrance.

In the air battle, aeroplanes come flying towards you and you destroy them with your AA guns, in a similar manner to 3D Harrier Attack — for those old enough to remember that! Every one that gets through drops bombs, enough bombs and a ship is lost. You have ten ships in your fleet.

Once 10 or 30 aircraft have been destroyed, you go onto the sea battle, with your ship's heavy guns, you adjust the elevation and fire your shells in a realistic balistic fashion to destroy the ships. Again they are shooting at you.

After the enemy task force has been destroyed you go onto the actual beach landing. Only four ships can land on the beach, and each ship carries two tanks, these must drive up the obstacle strewn beach to reach the fortress and knock out its gun ports, there are ten gun ports, you can only hit them when they are open, and they open at random for short times.

After a short while the main (indestructable) gun on the top of the fortress will shoot you, and it is time for the next tank to try its luck. However, the next time through the defences are harder.

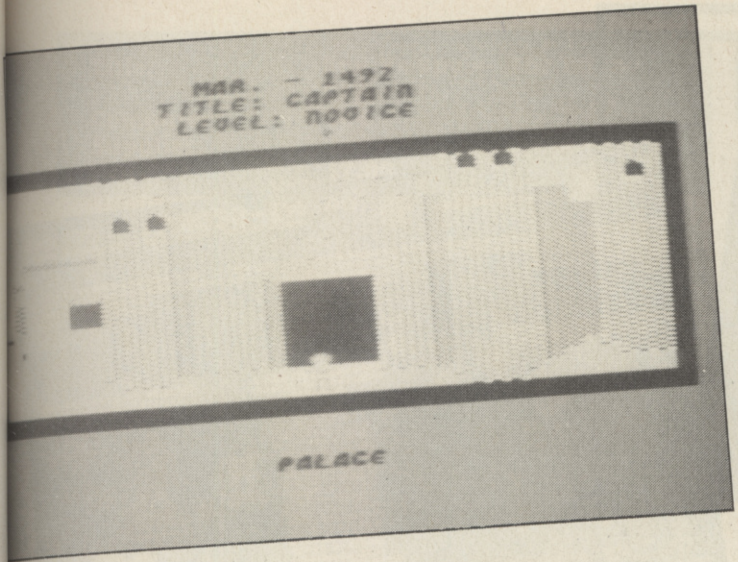
When all the ports have been shot out, a white (well, yellow) flag is waved in surrender, then fireworks are shot into the sky in celebration (well, they look like foreworks), then the game ends.

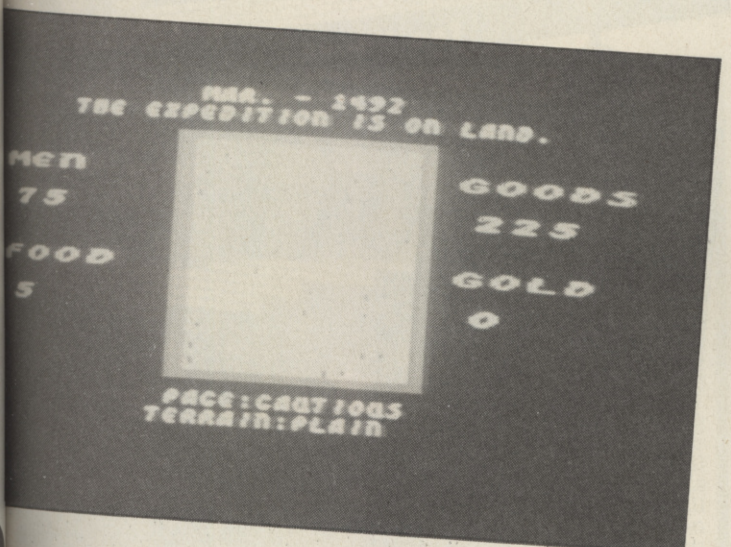
Some people swear by this game, other people hate it, I think that it is reasonable, but nothing to shout about. However the implementation of the Electron is very good, and considering the minute amount of software for this machine, the Electron version is a certain buy. As for the BBC version, I think it is up to the individual.

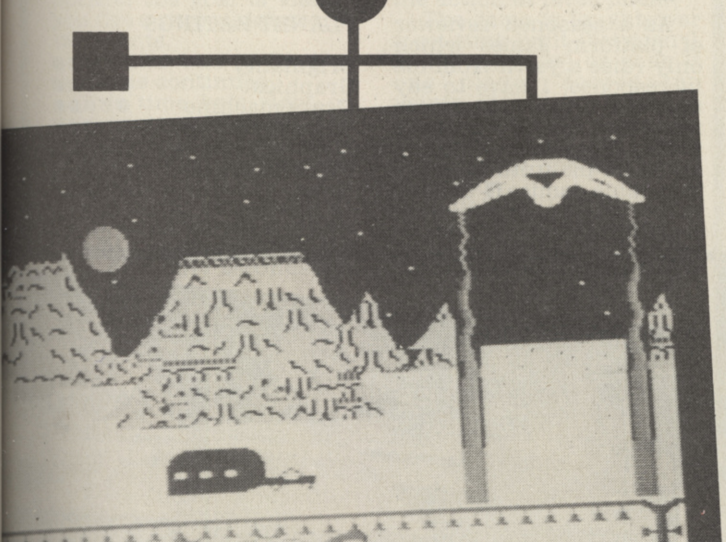
PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine (Elc)	●●●●
Use of machine (BBC)	●●●
Value for money	●●●

STAR RATING
Bright Star







REVIEWS

Title: **The Epic**
Computer: **Spectrum**
Supplier: **Turtle Software**
Price: **£7.95**

'The supreme collection of Spectrum arcade games' reads the blurb on the cassette inlay for this compilation tape. Unfortunately, I just didn't share Turtle's enthusiasm for the collection. At a time when you can buy compilations including the likes of Lords of Midnight, Pyjamarama, and Brian Bloodaxe for under '10, Turtle Software's offering of games from the Pacman era just isn't in the same league.

There are six games on the tape, and most of them load in about sixty seconds, which will give you some idea of their size and complexity.

The first, Aliquid Simplex, casts you in the role of the mad Dr Hilfe, who must search his laboratory for parts of his monster's body before the lab burns down. The lab is a Pacman style maze, around which are scattered the monster's limbs, and through which various pieces of lab equipment wander, trying to kill the good doctor. Fairly basic stuff, though the graphics are of a reasonable standard and the 'revolutionary two channel simulated music' is actually quite good. The only problem was that I couldn't seem to collect the monster's limbs. Whenever I got near to one in the maze, it would just sit there blocking the way and getting me killed by passing bunsen burners. As far as I could tell there was no way of collecting the limbs (except for one occasion when I passed over one and it vanished, but it was just the one occasion out of many).

Spraymania is the second game, in which you can control four different spray cans in order to kill off four types of creature. This is the sort of game that gave the early budget offerings a bad name. It would be easier to play but for one of the creatures which moves so quickly that killing it becomes more luck than anything else.

3D Blood Dungeon is a maze game that seems to consist of several rooms which are all absolutely indentical.

Snakes Alive has potential, it's one of those games where you manoeuvre a worm around a number of screens and must avoid retracing the path left by its tail. But, as with Spraymania, the speed of the game spoils its playability — a supersonic worm is pretty hard to control, believe me.

Side two of the tape starts with what I felt was the best game of the lot, One Man and His Job. This is quite a good 'dodge and collect' game, with small but clear graphics (similar to those of Lode Runner), and would probably make a reasonable budget game if it had more than just nine screens.

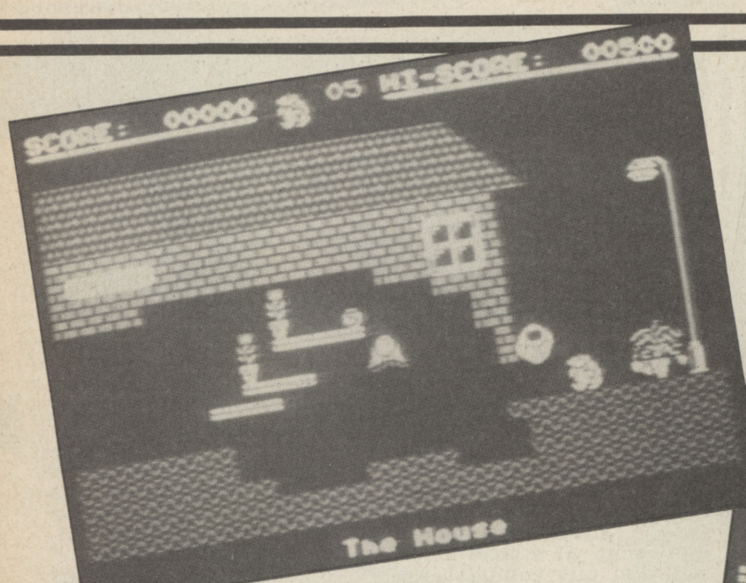
Moons of Tantalus is by far the best game graphically, but seemed to be lacking in content. You are supposed to drive a small moon buggy back and forth to refuel a space shuttle, and at the same time to protect the buggy from attack by aliens. However, despite driving back and forth any number of time, the aliens didn't score a single hit (or even a near miss) on the buggy, so that all that to-ing and fro-ing soon became a completely uneventful, repetitive chore.

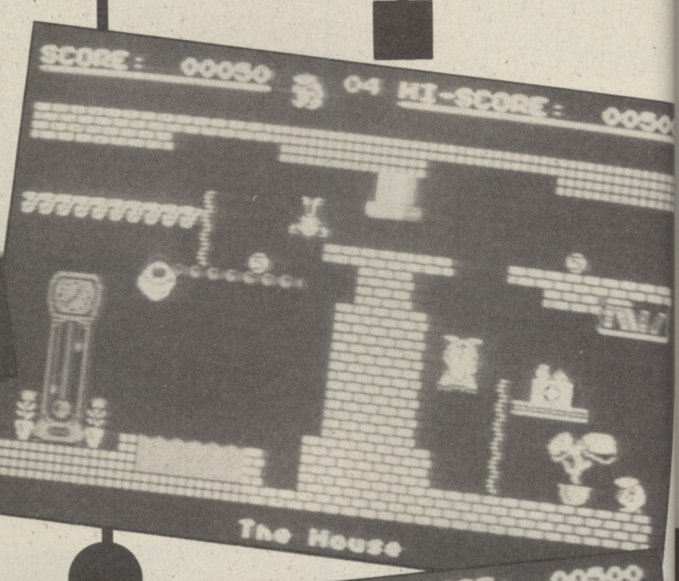
I don't mean to be unduly harsh on Turtle, since they seem to be a small, well intentioned, semi-professional outfit, rather than a large company cynically attempting to make a quick buck, but I honestly can't recommend The Epic as a good buy. It might have been once (about a year or so ago), but there's so much high quality software around these days that you can afford to look around for better.

PLANET RATINGS

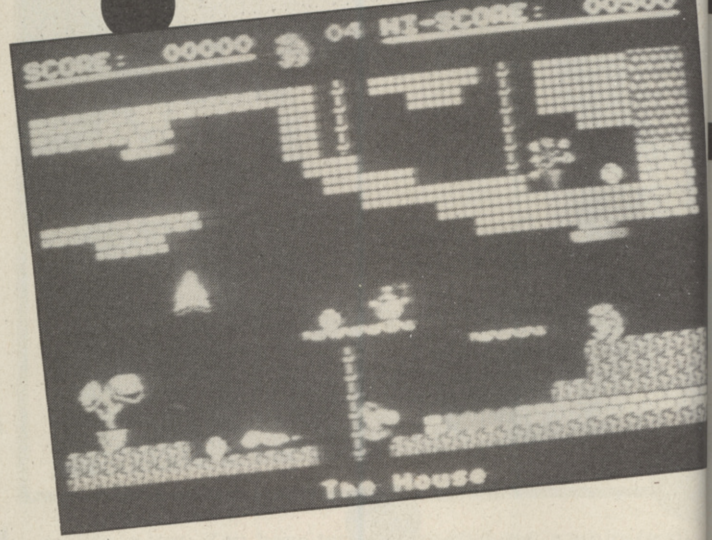
Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf





Title: **Monty on the Run**
Computer: **Commodore 64**
Supplier: **Gremlin Graphics**
Price: **£7.95**



Monty has broken out of jail and is now on the run. Elated by his new found freedom he insists on turning somersaults when he jumps as he makes his way through a world of platforms and problems.

For those who missed the first part of Monty's trials and tribulations, Monty is a mole who always seems to be in trouble. This new adventure is streets ahead of its predecessor with the best music track that I've heard come from my Commodore in a long time.

As platform games go, this has not introduced any problems which I haven't seen in some shape or form elsewhere and yet I found it to be an exceptional game carried along by its amusing animation and the sound.

This feeling of mine probably results from the total integration of sound and vision. The music has a strong rhythm which urges you to push Monty along at a dangerously fast pace. I even found myself joining in with the rhythm by synchronising the sound effect of Monty picking up an object with the beat of the tune.

The number of objects seem to be limitless in their variety but our hero seems mainly to be interested in the gold pieces scattered around liberally.

Some of the objects encountered can help Monty in his odyssey, others hinder and the remainder are downright lethal. For example, after struggling through a room fraught with all manner of unspeakable problems, I attempted to collect a rather desirable object which blew up in my face (well Monty's actually) splattering another of my precious six lives across the screen.

At certain points in the game Monty reaches an impass which requires special technological aids to enable him to continue. At the foot of the opening screen is an array of 21 useful objects, five of which Monty can take with him on his travels. These include such things as a hand grenade, a hammer, a gun and a floppy disk (I wonder what that could be for?) Some slightly more esoteric items are also present whose usefulness is not immediately apparent, such as a barrel of rum and a passport. If your Monty is unfortunate enough not to have the correct item to hand when the need arises, your only recourse is to make a mental note of the item most likely to help, reset the game and start again.

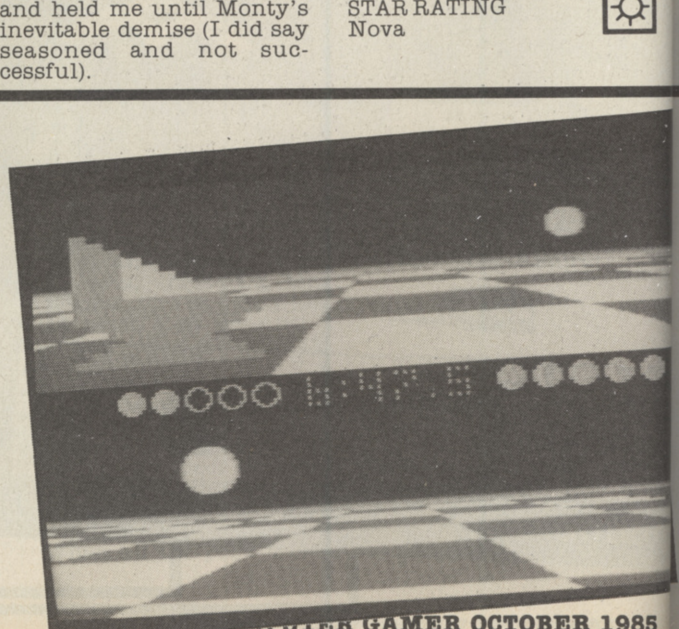
Many of the situations which Monty is presented with seem impossible to overcome but, as usual with this kind of game, the answer is in timing and bravado.

As a seasoned reviewer of platform games which only raise a yawn from me in response, I have to say that this little masterpiece made me sit up and take notice from the beginning and held me until Monty's inevitable demise (I did say seasoned and not successful).

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova ☼



Title: Spy Vs Spy — The Island Caper
Computer: C64
Supplier: Beyond
Price: £7.95

As this sequel to the excellent Spy vs Spy opens our black and white heros parachute onto an island. Their mission is to retrieve a nuclear missile and rendezvous with a waiting submarine.

Unfortunately the missile is in three pieces, each buried, somewhere on the island and to make things even more interesting, the island's volcano will erupt in 4 minutes.

The volcano is in the centre of the island and that along with gaps in trees form the games "rooms".

Three white specks in the sand show that something is buried there but you won't know what it is until you pick it up. Then, if it's a trap then its too late. In true comic book style your spy is covered in sand which collapses into a heap as your opponents pauses for brief giggle.

As in the first Spy game the action takes place on a split screen display showing the part of the island that spy is in. On the right is a panel of options from which you can vary the number of players and level of difficulty of the game. To the left, each player has a trapulator from which fiendish devices can be built. For example a pit can be dug in the sand with the spade and then covered by twigs found on the ground. A bomb buried to look like an object or a gun drawn and fired. Finally a rope can be made into a trap by suspending it from a tree to the ground. Anyone standing in it will quickly be hoisted upside to dangle from the tree top. Or if those are two subtle for your taste in violence you can always belt each other with clubs.

The damage from any of these attacks is removed from your energy bar. Although this can be replenished by resting, if it reaches zero then your Spy is replaced by a grave stone.

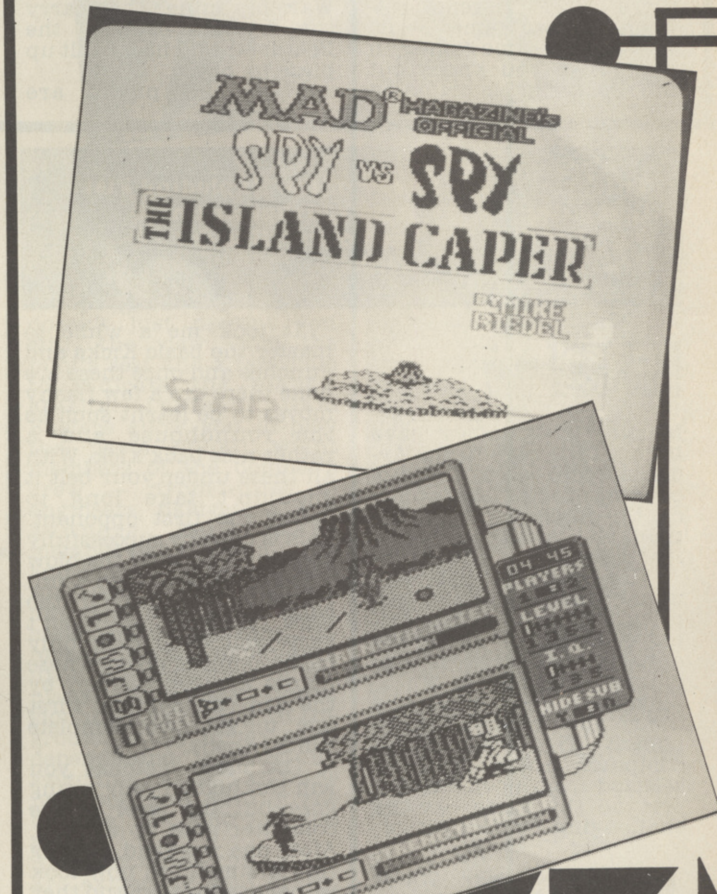
Life seems to be even tougher in Spy 2 as they have to avoid all sorts of natural hazards as well as the man made ones. These include quick sand which costs energy to get out and sharks, from which there is no escape.

I found Spy 2 to be just as good as the original and a challenging and fun game against both computer and human opponents. If you enjoyed the original then you'll love this, if you haven't played either of them, buy both immediately.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING ☼
Nova



Title: Ballblazer
Computer: Atari
Supplier: Activision
Price: £9.99

The year is 3097. You are strapped into your high speed Rotofoil as the first plasmorb, or ball, is fired.

You race your opponent to the ball and trap it in your force filed. You then charge down the curved field towards your opponents goal. Now over the horizon the goal is visable you fire a shot which scores two points.

Another ball is fired as the game continues.

This time he's right on your heels so you can't afford a rebound so you walk this one into the goal for one point.

The next two balls go badly as he scores a couple of two pointers taking the lead with only seconds left on the clock.

You trap the next ball and with only 3 seconds to go you fire a last desparate "over the horizon" shot and manage to score a three pointer in an unseen goal, winning the game and becoming the reigning ballblazer champion.

Your next competitor could be another human or one of the nine rated droids you will literally give you a run for your money.

The action is fast and the graphics slick in this simulation of the sport of the future. The screen display is split with each player seeing his view ahead down the curved pitch. At either end is a goal which moves across the pitch adding another problem to an already frantic game.

To give you a fighting chance the computer always points your Rotofoil towards your opponents goal when you have the ball and towards the ball when you haven't. This stops you wandering down the wrong end of the pitch and keeps the action at fever pitch.

The game is fought over a set time limit (between 1 and 9 minutes) or ends if one player scores ten points. If there's a tie at the end of time then your into overtime. After all there can only be one Ballblazer champion.

Ballblazer is the second Lucasfilm game licensed by Activision (the first being Fractulus) and in my opinion is the best yet.

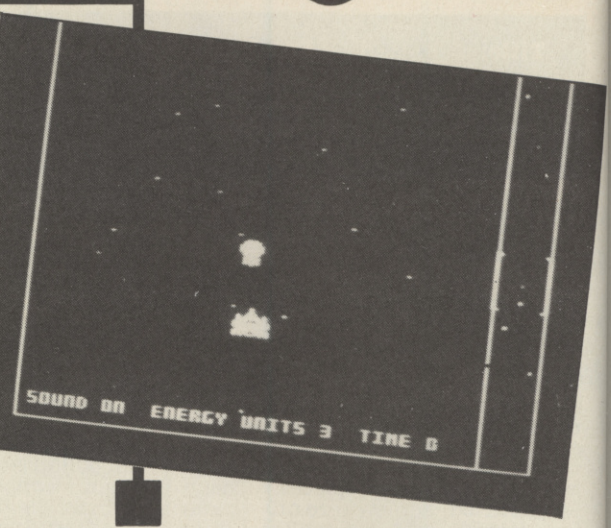
At the time of writing work is progressing well on the Spectrum conversion which should be released shortly. Until then find a friend with an Atari and start practicing now.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING ☼
Nova

Title: Deathstar
Computer: BBC/Electron
Supplier: Superior Software
Price: £7.95



Atari originally were going to launch a game on the BBC called Sinistar. It was very good and followed the original arcade game faithfully (well the bits that weren't accurate were of no great consequence). However Atari got into some difficulties, Uncle Jack took over, and I'm sure that you know the rest.

One of the 'reforms' introduced by the new Atari corporation was that Atari would no longer produce software for any non-Atari computer. So a number of games were left floating. Superior Software officially licenced Tempest from Atari, but then Atari decided that they didn't really want to do that either.

Hence the renamed 'Deathstar', otherwise there is no difference between the two games — ie. they are the same games. In fact, when you knock out the 'Deathstar' is prints on the screen 'SINISTAR destroyed'!

The game itself is an incredibly fast action game of many levels. The object of each level is to destroy the Sinistar — Oops! sorry 'Deathstar' with Sinibombs — Oops! sorry 'Starbombs'. The way that you get these bombs is to mine asteroids with your ship's guns. When you shoot up an asteroid enough a crystal will fly off it. Pick up the crystal and you have made yourself a Sini.. (sorry) Starbomb. You can carry 24 Starbombs at any one time.

As you might have guessed there are one or two nasties out to stop you. Warriors look like little tanks and have rotating turrents that can fire shells at you, they also mine crystals for the Workers. The Workers collect any crystals that you miss and also the crystals that the Warriors mine. They carry the crystals back to the Deathstar and he is built up piece by piece.

When 20 pieces are together the Deathstar will come after you. Starbombs are the only things that will destroy the Deathstar, one bomb per piece. When the Deathstar has been zapped you go onto the next level.

Apart from the first level, each section has its own personality. The Worker zone has more workers, making the Deathstar faster to be constructed, the Warrior zone has more warriors making just staying alive difficult, then the planetoid zone and the void zone, the void zone has very few asteroids making it very difficult to get crystals.

A very fast and involved game, keeps you playing it for hours, well worth getting.

MR

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ☼
Nova

Title: Way of the Exploding Fist
Computer: Amstrad/Spectrum
Supplier: Melbourne House
Price: £7.95

Martial Arts games have been all the rage in the Arcades for quite a while. This offering from Melbourne on the Amstrad and Spectrum is the first good one I've seen.

The game takes the usual format with two oriental martial artists facing each other. There are options for either a two player game or a single player game in which case the computer plays the opponent. The level of the computer opponent may be selected from novice to expert so the game can be challenging for a long time.

It took me a while to master the basic Kicks and Punches and once these are done there are a few flashy moves to be learnt such as the roundhouse and a rather nice back kick. With all these under your belt it shouldn't take long to defeat the first opponent. This is done by successfully striking a blow. If the blow was struck well then a full point is awarded. if the blow landed but wasn't very well done then only half a point is given. These points are represented by the Yin-Yan Symbol. First one to get two complete Yin's wins(!).

The more matches you win the higher your rating goes but the level of the computer goes up as well. After one weekend playing this the matches now look rather spectacular and they really get the adrenlin flowing.

Graphics on both the Amstrad and Spectrum version are very good with large figures going through all their moves smoothly. On the Spectrum version the Fighters are wearing white and grey Karate suits which don't look as good as the Amstrads white and blue. The Spectrum, on the other hand has different backgrounds for each fight while the Amstrads remains the same all the way through.

There is no discernable difference in speed between the two versions but I prefer the Amstrad due to the clarity of the fighter graphics.

Overall an excellent game on both Micros and one I can highly recommend.

JD

PLANET RATINGS

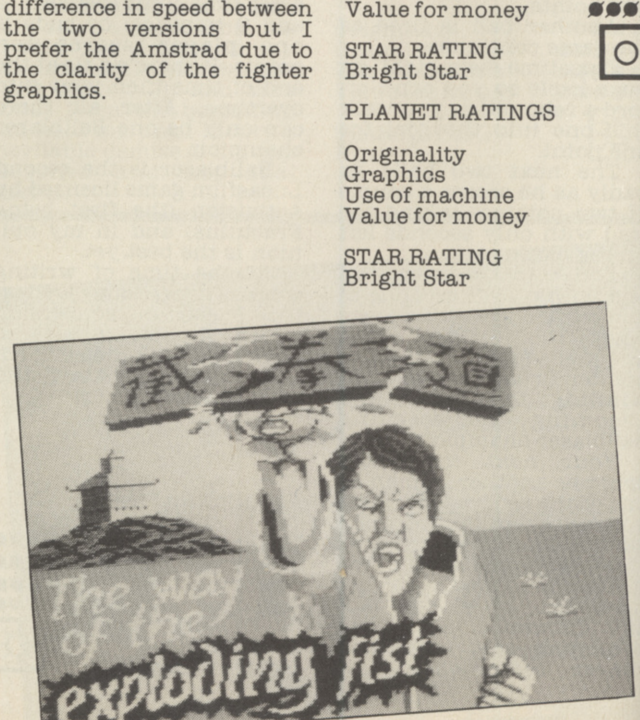
Originality	●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING ○
Bright Star

PLANET RATINGS

Originality	4
Graphics	4
Use of machine	3
Value for money	3

STAR RATING
Bright Star



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JD

4
4
3
3

Title: Raskel and Vortron
Computer: C64 plus joystick
Supplier: Budgie
Price: £2.50

C64 owners who like to exercise their trigger fingers now and again will find plenty to keep them happy this month and at a low price too! Raskel and Vortron are two space shoot-em-ups on the budget Budgie label. Whilst neither is particularly original, both are fun to play.

Raskel is a defender-type game without having to rescue any humanoids. You have to fly your craft over the surface of your planet trying to protect your power rail from hordes of invading aliens. The game is very fast and the strategy required is no deeper than the "if it moves, blast it" type. You do not get destroyed as such but rather keep losing energy until it reaches zero and you lose a life. This means that you can quite happily ram enemy craft if all else fails, but be warned, this does knock large amounts off your remaining energy. As a last resort, you have access to a smart bomb which will destroy everything on the screen. There are twenty waves of aliens to overcome.

Much slower, but requiring more skillful manoeuvring is Vortron. Here, you have to protect your planet from nine waves of invaders. The main difference between this and other shoot-em-ups is that every time you fire, your blast is directed, not at the enemy, but straight towards your planet's central energy core. This means that you have to arrange things so that the invader is between you and the core. You can move round the screen at will but you bounce off the edges and fine joystick control is called for. Points are scored according to how quickly you destroy the enemy wave and bonus points are available by colliding with certain mystery objects. On completion of a level, a "secret door" appears to take you to the next.

Neither of these games offer anything startlingly new, but they are cheap and cheerful and you will find yourself going back to them in order to while away the odd half hour. And that surely is all that you want and expect from a budget game. **GH**

PLANET RATINGS
Raskel

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●●

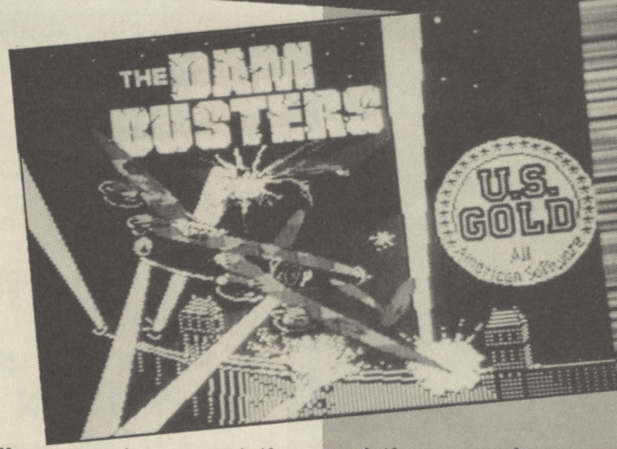
STAR RATING ⊡
Bright Star

PLANET RATINGS
Vortron

Originality	●●●
Graphics	●●
Use of machine	●●
Value for money	●●●

STAR RATING ⊡
Bright Star

BUDGIE
Loading
PART1 01_



Title: Dam Busters
Computer: Spectrum
Supplier: US Gold
Price: £9.95

'Officially endorsed by RAF No.617 Squadron' boasts the cover of this flight simulation, and as soon as I saw those words I was ready to be bored stiff. Licensing deals are becoming more important than game content these days, and I wasn't expecting anything particularly special from this one.

I was, though, pleasantly surprised once I loaded the game up, to see how complex and challenging the game was, but without being a dry technical exercise as many flight simulations prove to be. The link with the RAF is due to the fact that the program allows you to re-enact the World War II bombing raids upon a series of Dams along the Ruhr, that brought the industry of the region to a halt.

What I liked most about the program was that it doesn't just present you with the view from the pilot's seat and a few dials to indicate the plane's status. Instead, Dam Busters allow you to play the parts of all wight members of the bomber's crew — from pilot to engineers, navigators, and gunners. Each crewmember has his own tasks and controls to handle, and these are depicted using a different screen for each crewmember, showing different views depending upon their position in the plane. Completing a mission (or just getting off the ground safely in my case) depends upon successfully switching between all these positions and getting the balance of controls just right.

The controls themselves are extremely well drawn onscreen, and as well as a variety of difficulty options to allow you to get started, you can even choose between digital readouts or old fashioned analogue (dials) displays. Response from the controls is excellent, and there are also reports at the end of each flight to let you know what went wrong.

Once you get into a bombing run you are also faced with enemy flak and the task of getting your bomb sights accurately lined up, and all this not only adds to the complexity of the game, but also adds a bit of old fashioned arcade excitement to the proceedings.

This is about the most playable and enjoyable flight simulation that I've seen. The complexity of the different sets of controls ensure that the game will be challenging for a long time, but the responsiveness of the controls and variety of flight options allow you to get into the game quickly and without becoming bored and discouraged as I have found other flight simulations can tend to. **SD**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ⊡
Bright Star

INTO GAMES

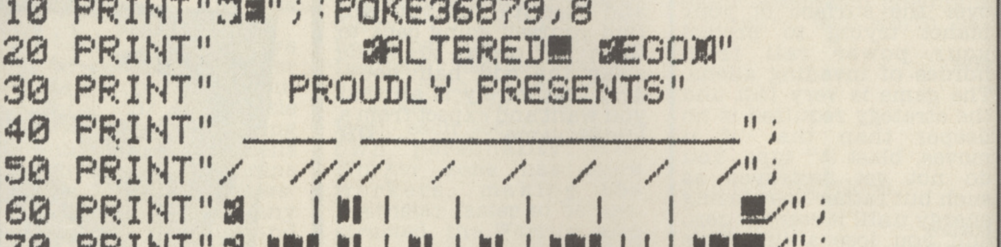
Rory Newman shows you how to add those important professional touches to your own programs.

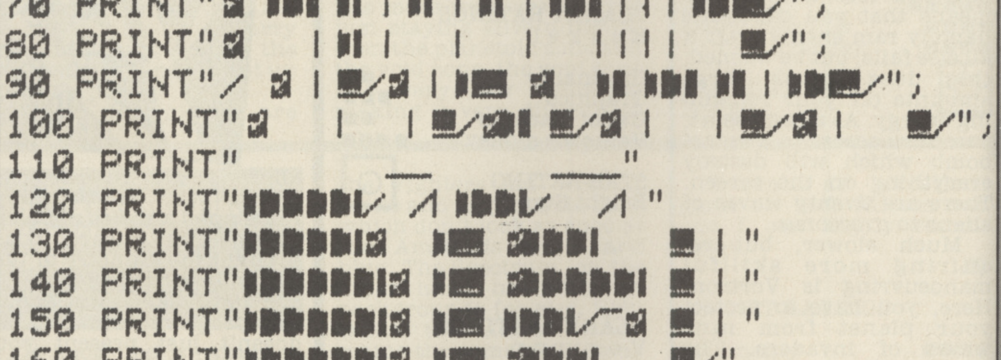
Hello again. This month we look at professionalism, the small things that make a boring game different. The neat little features that make a game interesting before you actually play it. The features now standard in professional games, such as title pages, loader program messages and ways of brightening up instructions.

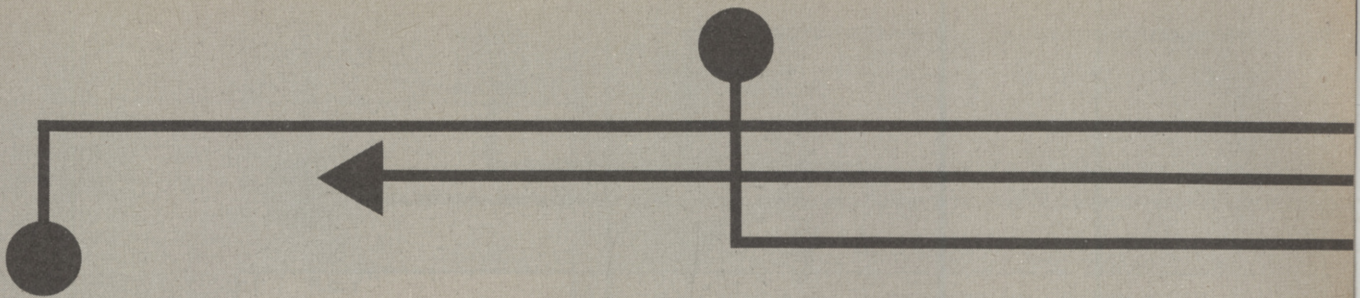
Also, if a joystick is not available, more ways of playing with the keys. I will give tips on things you can try yourself, to give better effects. Sound and graphics are not only confined to the game; they are very important in building a good image beforehand and colour is vital. At the end of the game a high score table is possible, but not just type in your name, there are many ways of choosing letters and symbols and generally making your game as good as the professionals, or even the ultimate aim like the new "coin-ops".

Firstly, we shall look at title pages. We'll use reverse field spaces, which I have explained for the various computers. It is best to use a black border, a black screen and white letters for many people (including me) prefer to compute on a black and white television. To get the colour like this use:

Vic 20
POKE 36879,8: and then, after opening the inverted commas at the beginning of the program, press CTRL+2 before the SHIFT+CLR/Home which clears the screen.
C16
COLOR 1,1: COLOR 4,1: and then the same as the Vic.
C64
POKE 53280,1:POKE 53281,1: and then the same as the Vic.


```
10 PRINT"□■";:POKE36879,8
20 PRINT"        ▣ALTERED■ ▣EGO▣"
30 PRINT"   PROUDLY PRESENTS"
40 PRINT" ____ __________________";
50 PRINT"/  ////  /  /  /  /  /";
60 PRINT"▣     |█|  |   |   |   |   ▄/";
70 PRINT"▣ ███ █ |█ |█ |███ |{|███▄/";
80 PRINT"▣     |█|  |   |   ||||   ▄/";
90 PRINT"/ ▣ |▄/▣ |█▄ ▣  █ ███ █ |██▄/";
100 PRINT"▣    |  |▄/▣█ ▄/▣|   |▄/▣|  ▄/";
110 PRINT"        __      ___"
120 PRINT"█████L/ /\ ███L/   /\ "
130 PRINT"██████▣   █▄ ▣██    ▄ |"
140 PRINT"███████▣ █▄ ▣█████ ▄ |"
150 PRINT"███████▣ █▄ ███L/‾▣ ▄ |"
160 PRINT"███████▣ █▄ ▣██    ▄/"
170 PRINT"███████▣ █▄_▣███ ▄ L_"
180 PRINT"█████L/▣ ▄//\ ▣██ ▄/ /\ "
190 PRINT"██████▣    ▄/▣███   ▄/"
200 FORT=1TO10000:NEXT
210 POKE632,131:POKE198,10:SYS64824

READY.
```


```
XXX    XX     XXX    XX     XXX    XXX    XXX    X X    XXX    XXX    X X    X
X X    X X    X      X X    X      X      X      X X     X       X    X X    X
XXX    XXX    X      X X    XXX    XXX    X X    XXX     X       X    XX     X
X X    X X    X      X X    X      X      X X    X X     X     X X    X X    X
X X    XXX    XXX    XXX    XXX    X      XXX    X X    XXX    XXX    X X    XXX

XXX    X◣X    XXX    XXX    XXX    XXX    XXX    XXX    X X    X X    X X    X X
XIX    XXX    X X    X X    X X    X X    X       X     X X    X X    X X    X X
X X    XXX    X X    XXX    X X    XXX    XXX     X     X X    X X    X X     X
X X    XXX    X X    X      XXX    XX       X     X     X X    X X    XIX    X X
X X    X◥X    XXX    X        X    X X    XXX     X     XXX     X     XXX    X X

X X    XXX     X     XXX    XX     XXX    XXX    X X    XXX    XXX    XXX    XXX    XXX
X X      X     X       X     X       X      X    X X    X      X        X    X X    X X
.X      X      X     XXX     X     XXX    XXX    XXX    XXX    XXX      X    XXX    XXX
.X     X             X       X     X        X      X      X    X X      X    X X      X
.X     XXX     X     ■      XXX    XXX    XXX      X    XXX    XXX      X    XXX    XX
```



SPECTRUM
BORDER 0: PAPER 0: INK 7

These will set border, screen and drawing colours as desired. (Look back to article 3 in this series for further reference).

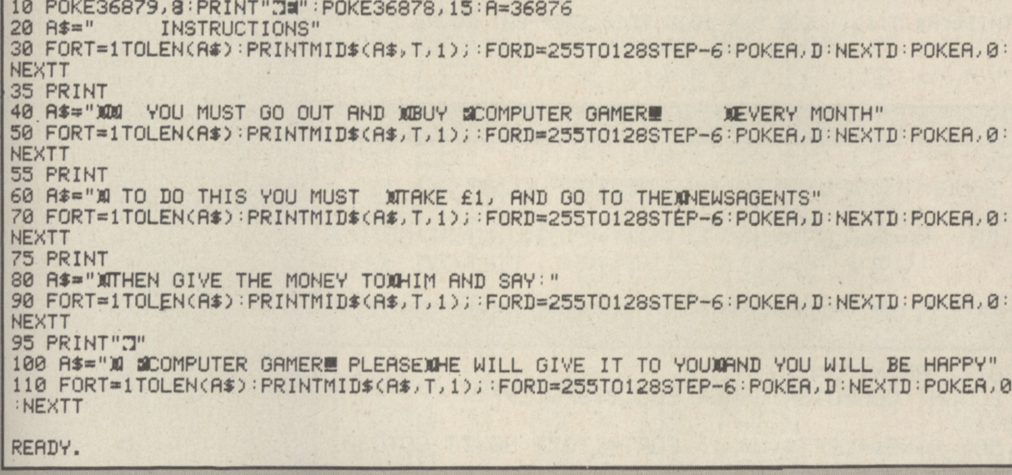
The Characters

The characters we use are best 3 by 5. This is because a long title will not fit in the screen width. For ease, I have designed a character set for you, 3 by 5, but remember the "Xs" are to be replaced by reversed spaces and also that it must be taken out of "reverse field" to use an ordinary space between the letters.

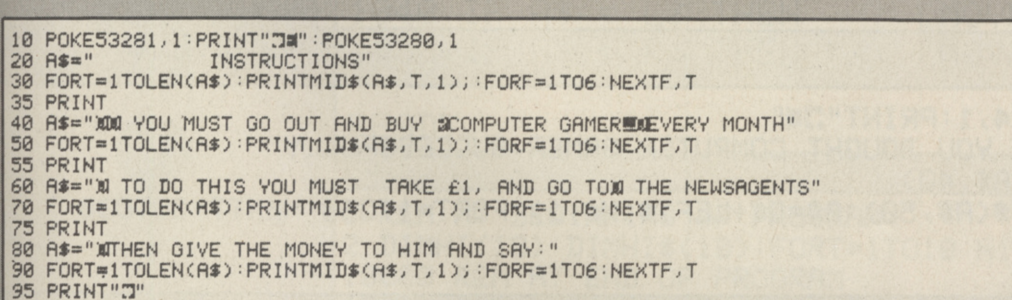
As you can see, it is complete. For M and W use an "un-reversed" I as the middle symbol. For the N use slashes or, if you have them diagonal half squares. On Commodores it is Shift + ✱. Vic owners type in PROGRAM 1. This is the title screen of my loader program of my new game: "SUPREME 12". You will notice a few differences. Firstly, the 3-D effect — very simple but a professional touch. The 3-D lines are ones on the keyboard, Shift and Commodore Logo and the characters. Also you will notice the small gap between the letters; you can obtain this by COMMODORE LOGO + M in reverse field. That is how the neat M is made leaving the small space after the first and second block. This is very useful, especially on the Vic, because of the limited space of the screen width. On the Vic there are 22 spaces across, giving only 5 letters if a space were left between each letter, but now 7 are possible. On a C64 10 would be possible with spaces, 13 without. If the colour commands are changed and the last pokes are left out, it will work on the C64 and C16.

Talking of the last pokes — SAVE THE PROGRAM BEFORE RUNNING, because after a pause the computer will reset and automatically load and run the next stage. It is a very good idea to have this in, for if a program takes a long time to load, people often get worried about it being a faulty tape. If they see this, a few seconds after loading, it is reassuring as well as giving a good first impression. On the Spectrum and C16 in particular, you have hi-res so you can plot out the name on the screen and, also, draw very nice background layouts, using different colours and getting background landscapes.

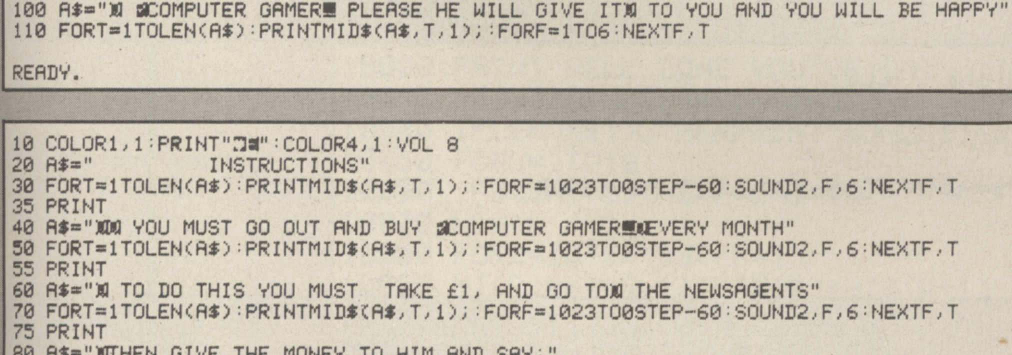
That about sums up title screens, but what about instructions? How do you brighten them up? Program 2 is for the Vic. Program 3 is for the C64; Program 4 for the C16 and Program 5 for the Spectrum. They all print out a message, letter by letter, and they all (except for the C64) have sound as it is printed out. The one for the Vic is particularly good, because the sound generated is that of a machine gun in rapid fire. This stops the monotony of "HIT ANY KEY TO READ MORE". You read it as it is printed out. This is a more effective way of printing out instructions and large areas of text. From this you should understand what LEN does; it tells you the length of the string defined in the brackets after it. On Commodore, MID$(A$,x,y) is used. Where A$ is the string, x is the number position in the string (i.e. if x = 6, start on the sixth letter) where it starts printing and where y is the number of letters (including that one) it is to print. The Spectrum just has that number



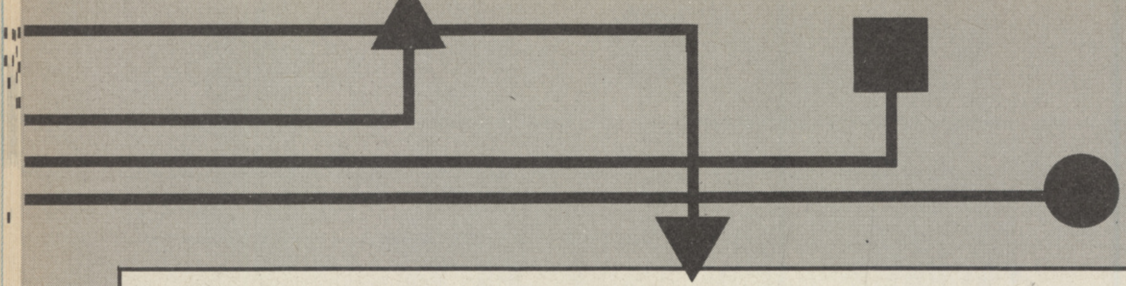
```
10 POKE36879,8:PRINT"⊐▓":POKE36878,15:A=36876
20 A$="     INSTRUCTIONS"
30 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORD=255TO128STEP-6:POKEA,D:NEXTD:POKEA,0:
NEXTT
35 PRINT
40 A$="▓▓  YOU MUST GO OUT AND ▓BUY ▓COMPUTER GAMER■     ▓EVERY MONTH"
50 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORD=255TO128STEP-6:POKEA,D:NEXTD:POKEA,0:
NEXTT
55 PRINT
60 A$="▓ TO DO THIS YOU MUST  ▓TAKE £1, AND GO TO THE▓NEWSAGENTS"
70 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORD=255TO128STEP-6:POKEA,D:NEXTD:POKEA,0:
NEXTT
75 PRINT
80 A$="▓THEN GIVE THE MONEY TO▓HIM AND SAY:"
90 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORD=255TO128STEP-6:POKEA,D:NEXTD:POKEA,0:
NEXTT
95 PRINT"⊐"
100 A$="▓ ▓COMPUTER GAMER■ PLEASE▓HE WILL GIVE IT TO YOU▓AND YOU WILL BE HAPPY"
110 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORD=255TO128STEP-6:POKEA,D:NEXTD:POKEA,0
:NEXTT

READY.
```

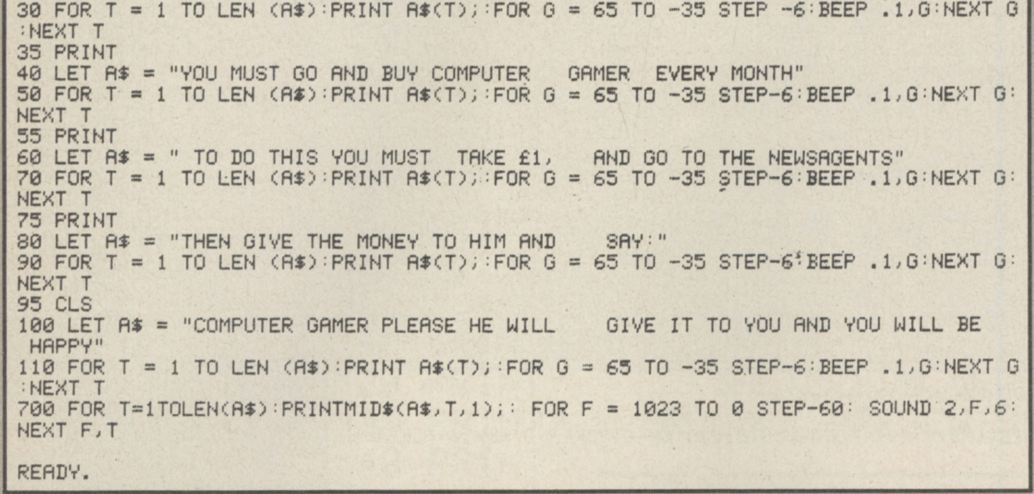


```
10 POKE53281,1:PRINT"⊐▓":POKE53280,1
20 A$="          INSTRUCTIONS"
30 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1TO6:NEXTF,T
35 PRINT
40 A$="▓▓ YOU MUST GO OUT AND BUY ▓COMPUTER GAMER■▓EVERY MONTH"
50 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1TO6:NEXTF,T
55 PRINT
60 A$="▓ TO DO THIS YOU MUST  TAKE £1, AND GO TO▓ THE NEWSAGENTS"
70 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1TO6:NEXTF,T
75 PRINT
80 A$="▓THEN GIVE THE MONEY TO HIM AND SAY:"
90 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1TO6:NEXTF,T
95 PRINT"⊐"
100 A$="▓ ▓COMPUTER GAMER■ PLEASE HE WILL GIVE IT▓ TO YOU AND YOU WILL BE HAPPY"
110 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1TO6:NEXTF,T

READY.
```

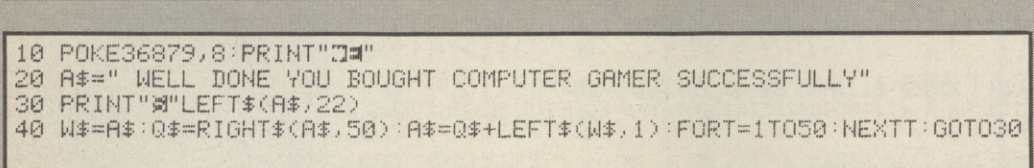


```
10 COLOR1,1:PRINT"⊐▓":COLOR4,1:VOL 8
20 A$="          INSTRUCTIONS"
30 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T
35 PRINT
40 A$="▓▓ YOU MUST GO OUT AND BUY ▓COMPUTER GAMER■▓EVERY MONTH"
50 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T
55 PRINT
60 A$="▓ TO DO THIS YOU MUST  TAKE £1, AND GO TO▓ THE NEWSAGENTS"
70 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T
75 PRINT
80 A$="▓THEN GIVE THE MONEY TO HIM AND SAY:"
90 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T
95 PRINT"⊐"
100 A$="▓ ▓COMPUTER GAMER■ PLEASE HE WILL GIVE IT▓ TO YOU AND YOU WILL BE HAPPY"
110 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T
700 FORT=1TOLEN(A$):PRINTMID$(A$,T,1);:FORF=1023TO0STEP-60:SOUND2,F,6:NEXTF,T

READY.
```

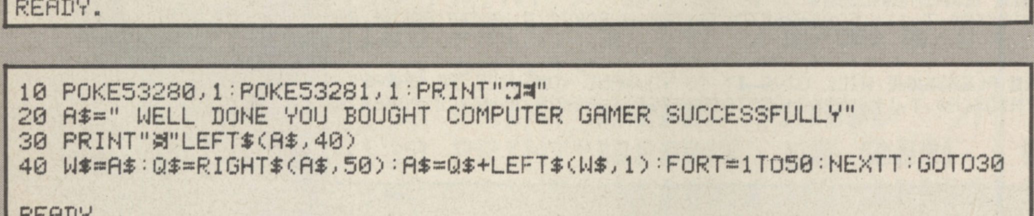




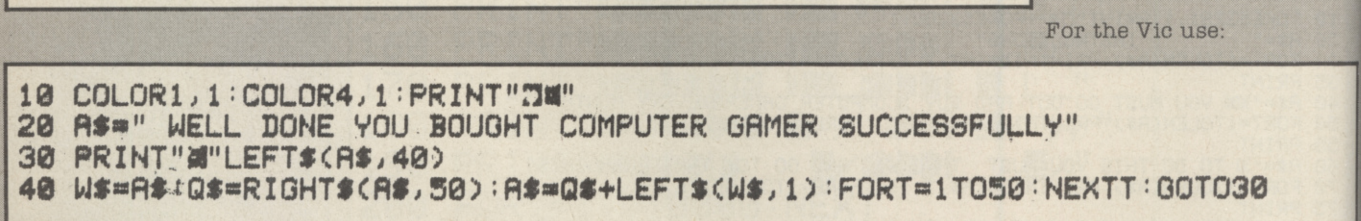
```
10 INK 7:BORDER 0:PAPER 0:CLS
20 LET A$ = "          INSTRUCTIONS"
30 FOR T = 1 TO LEN (A$):PRINT A$(T);:FOR G = 65 TO -35 STEP -6:BEEP .1,G:NEXT G
:NEXT T
35 PRINT
40 LET A$ = "YOU MUST GO AND BUY COMPUTER   GAMER  EVERY MONTH"
50 FOR T = 1 TO LEN (A$):PRINT A$(T);:FOR G = 65 TO -35 STEP-6:BEEP .1,G:NEXT G:
NEXT T
55 PRINT
60 LET A$ = " TO DO THIS YOU MUST  TAKE £1,    AND GO TO THE NEWSAGENTS"
70 FOR T = 1 TO LEN (A$):PRINT A$(T);:FOR G = 65 TO -35 STEP-6:BEEP .1,G:NEXT G:
NEXT T
75 PRINT
80 LET A$ = "THEN GIVE THE MONEY TO HIM AND    SAY:"
90 FOR T = 1 TO LEN (A$):PRINT A$(T);:FOR G = 65 TO -35 STEP-6:BEEP .1,G:NEXT G:
NEXT T
95 CLS
100 LET A$ = "COMPUTER GAMER PLEASE HE WILL    GIVE IT TO YOU AND YOU WILL BE
 HAPPY"
110 FOR T = 1 TO LEN (A$):PRINT A$(T);:FOR G = 65 TO -35 STEP-6:BEEP .1,G:NEXT G
:NEXT T
700 FOR T=1TOLEN(A$):PRINTMID$(A$,T,1);: FOR F = 1023 TO 0 STEP-60: SOUND 2,F,6:
NEXT F,T

READY.
```



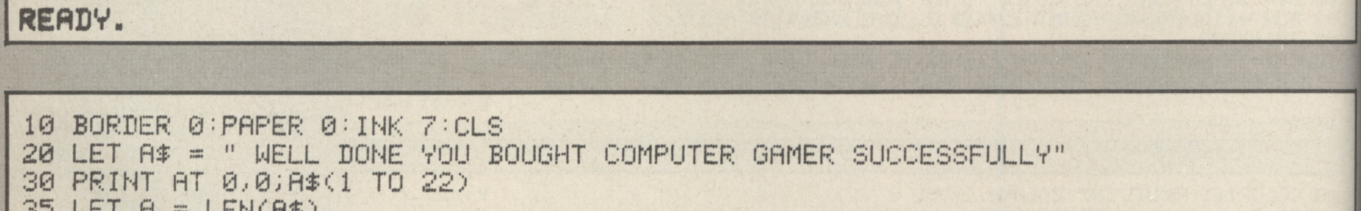
```
10 POKE36879,8:PRINT"▯▮"
20 A$=" WELL DONE YOU BOUGHT COMPUTER GAMER SUCCESSFULLY"
30 PRINT"▩"LEFT$(A$,22)
40 W$=A$:Q$=RIGHT$(A$,50):A$=Q$+LEFT$(W$,1):FORT=1TO50:NEXTT:GOTO30

READY.
```



```
10 POKE53280,1:POKE53281,1:PRINT"▯▮"
20 A$=" WELL DONE YOU BOUGHT COMPUTER GAMER SUCCESSFULLY"
30 PRINT"▩"LEFT$(A$,40)
40 W$=A$:Q$=RIGHT$(A$,50):A$=Q$+LEFT$(W$,1):FORT=1TO50:NEXTT:GOTO30

READY.
```



```
10 COLOR1,1:COLOR4,1:PRINT"▯▮"
20 A$=" WELL DONE YOU BOUGHT COMPUTER GAMER SUCCESSFULLY"
30 PRINT"▩"LEFT$(A$,40)
40 W$=A$:Q$=RIGHT$(A$,50):A$=Q$+LEFT$(W$,1):FORT=1TO50:NEXTT:GOTO30

READY.
```



```
10 BORDER 0:PAPER 0:INK 7:CLS
20 LET A$ = " WELL DONE YOU BOUGHT COMPUTER GAMER SUCCESSFULLY"
30 PRINT AT 0,0;A$(1 TO 22)
35 LET A = LEN(A$)
40 LET W$=A$: LET Q$=A$(A TO A-50): LET A$=Q$+W$(1): FOR T=1 TO 50: NEXT T: GO T
O 30

READY.
```

in brackets afterwards. So MID$(A$'6,1) is A$(6) but MID$(A$,6,3) (i.e. 6th, 7th, 8th) is A$(6 to 8).

A good way to print short messages is as follows:

Program 6 is for the Vic; Program 7 for the C64; Program 8 for the C16 and Program 9 for the Spectrum. This is a very useful routine if you want a two or three line message printed up, but only have one line to spare. In games perhaps you could have your score, your name, your fuel, your lives, the Hi-Score and his name printed up like this in the bottom line. If the instructions are short, this is another way, and also the small things that you think are insignificant like "WELL DONE PRESS A KEY TO GO ON TO THE NEXT STAGE". That is very simple, but you will need to change number 50 in Q$ = A$ + RIGHT$(A$,50) accordingly.

Next let's look at the joystick — only for the Vic and C16 though. The joystick is an aspect taken for granted, but is not easy to do. First we shall look at the C16.

X = JOY(1)
IF X = 1 THEN MOVE NORTH
IF X = 2 THEN MOVE NORTH EAST
IF X = 3 THEN MOVE EAST
IF X = 4 THEN MOVE SOUTH EAST
IF X = 5 THEN MOVE SOUTH
IF X = 6 THEN MOVE SOUTH WEST
IF X = 7 THEN MOVE WEST
IF X = 8 THEN MOVE NORTH WEST
IF X = 128 THEN FIRE

This is assuming the joystick is in port one. If it is in port two use x = JOY(2). If two joysticks are used, use x1 = JOY(1); x2 = JOY(2) also

IF X = 129 THEN MOVE NORTH AND FIRE
IF X = 130 THEN MOVE NORTH EAST AND FIRE
IF X . . . etc to MOVE NORTH WEST AND FIRE

For the Vic use:

PA = 37151:POKE PA,0
PB = PA + 1:RB = PB + 2
M = PEEK(PA)
POKE RB,127a:N = PEEK (PB):POKE RB,255
IF (M AND 4) = 0 THEN MOVE NORTH
IF (M AND 8) = 0 THEN

```
MOVE SOUTH
IF (M AND 16)=0 THEN
MOVE EAST
IF (M AND 32)=0 THEN
FIRE
IF (M AND 128)=0 THEN
MOVE EAST
```

North East, North West, South East and South West are worked out automatically and so is the movement with fire.

If, however, you don't have a joystick, it's a good idea to let the player define the keys. I remember the many times I have played with keys so awkward I went the wrong way, or with two keys close together so that one hand, two fingers and a thumb just sat idle! So, program 10 is for Commodores and Program 11 for the Spectrum .

```
10 PRINT"□"
20.PRINT"ENTER UP KEY"
30 GETU$:IFU$=""THEN30
40 PRINT"ENTER DOWN KEY"
50 GETD$:IFD$=""THEN50
60 PRINT"ENTER LEFT KEY"
70 GETL$:IFL$=""THEN70
80 PRINT"ENTER RIGHT KEY"
90 GETR$:IFR$=""THEN90
1000 REM MOVING ROUTINE
1010 GETA$
1020 IFA$=U$THEN        [MOVE UP]
1030 IFA$=D$THEN        [MOVE DOWN]
1040 IFA$=L$THEN        [MOVE LEFT]
1050 IFA$=R$THEN        [MOVE RIGHT]

READY.
```

```
10 CLS
20 PRINT "ENTER UP KEY"
30 LET U$ = INKEY$:IF U$ = "" THEN GO TO 30
40 PRINT "ENTER DOWN KEY"
50 LET D$ = INKEY$:IF D$ = "" THEN GO TO 50
60 PRINT "ENTER LEFT KEY"
70 LET L$ = INKEY$:IF L$ = "" THEN GO TO 70
80 PRINT "ENTER RIGHT KEY"
90 LET R$ = INKEY$:IF R$ = "" THEN GO TO 90
1000 REM MOVING ROUTINE
1010 LET A$ = INKEY$
1020 IF A$ = U$ THEN      [MOVE UP]
1030 IF A$ = D$ THEN      [MOVE DOWN]
1040 IF A$ = L$ THEN      [MOVE LEFT]
1050 IF A$ = R$ THEN      [MOVE RIGHT]

READY.
```

Finally, Hi-score tables — but I'm afraid only for Commodore. Program 12 shows the basic idea, assuming you use the variable SC as score. It's a ten place one. This is a very useful routine to have; a target to beat; a reason to play a game they're bored with. A very good feature. Professional? Yes, but not the best possible. Entering initials is boring, so why not have three dashes with a space between them and using the joystick and the character code it is simple to write a program that will increase the letter by pushing the joystick right, decrease it by pushing left. When you press FIRE, it leaves that letter on the dash and goes on to the next one. At the end the computer reads the letters and you have your initials. Or how about a big circle of letters? You use the joystick to move around the circle, select your letter and press FIRE. Repeat this process until you have selected all your initials. Simple with thought!

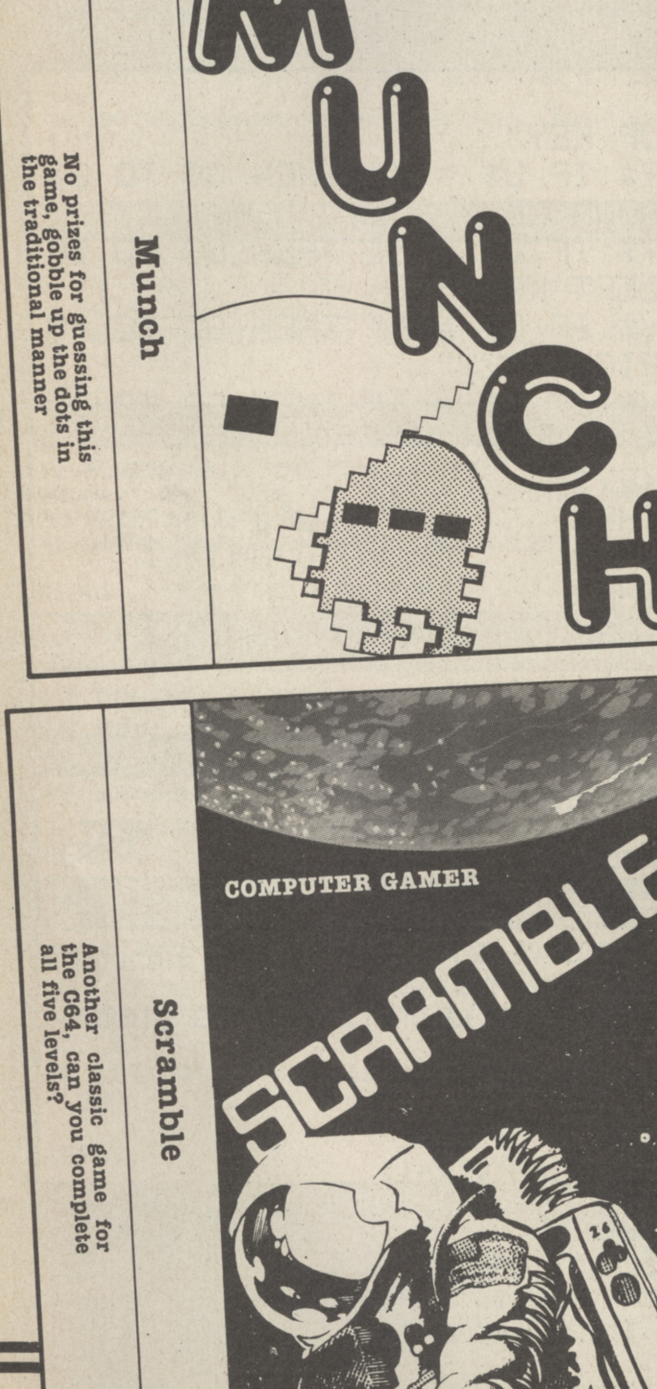
These are the kind of things that make a program look good and add more interest to your games. First impressions last.

Next time I'll write a program for each of the major computers I've dealt with so far. I'll include all the aspects I've covered to date with references to earlier articles. 'Bye for now. My thanks to R Hearn and J Hodges.

```
1 REM AT BEGINNING OF PROGRAM
2 DIMHI(10):DIMHI$(10):FORT=1TO10:HI$(T)="???":NEXT
10000 REM AT END OF PROGRAM
10010 IFSC>HI(10)THEN10020
10015 GOTO11000
10020 PRINT"WELL DONE YOU'VE GOT  ▮IN TO THE TOP TEN"
10030 PRINT"▮ENTER YOUR INITALS":INPUTM$
10040 IFLEN(M$)>3THENPRINT"▮3 LETTERS MAX":GOTO10030
10050 FORL=1TO10
10060 IFSC>HI(L)THENP=L:L=10
10070 NEXTL
10080 FORR=10TOP+1STEP-1
10090 HI(R)=HI(R-1):HI$(R)=HI$(R-1)
10100 NEXT
10110 HI(R)=SC:HI$(R)=M$
11000 PRINT"□    HI-SCORE TABLE▮▮"
11010 FORT=1TO9:PRINT"";T;HI$(T);HI(T):NEXT
11020 PRINT"10 ";HI$(10);HI(10)

READY.
```

PROGRAMS PREVIEW

COMPUTER GAMER
MUNCH
Munch
No prizes for guessing this game, gobble up the dots in the traditional manner


COMPUTER GAMER
SCRAMBLE
Scramble
Another classic game for the C64, can you complete all five levels?

Program listings (contrary to the belief of some of the more amateur magazines) have been extremely popular in Gamer. We have tried to have at least one game for each of the more popular computers. These games we publish are often up to commercial standards, as anyone who played 'Kitchen Kapers' will tell you.

So starting with this issue we are printing inlay cards for all the games in this issue so that they look good on your shelf with the rest of your software collection. They also have a brief description so if you don't play them for a few weeks, you don't have to search through back issues of Computer Gamer to find out what you are supposed to do.

Remember anybody that gets a game published is entitled to an Alpha Rating, simply send an SAE and a note saying when the program was published and what your membership number is and we will return your Alpha Rating — the highest award in the club (excepting the master gamer award).

When you submit a game for publication you should make sure that you fill in the form on this page accurately — one or two people have sent in games without telling us what machines they were for!

With your tape or disk and coupon you should include a brief description of the game in the same style as the other programs in this and previous issues. All documentation of this type should be double spaced (a blank line betwen lines of text) and typed clearly.

Also we need self addressed packaging suitable for returning the stuff in if the program is not accepted for publication.

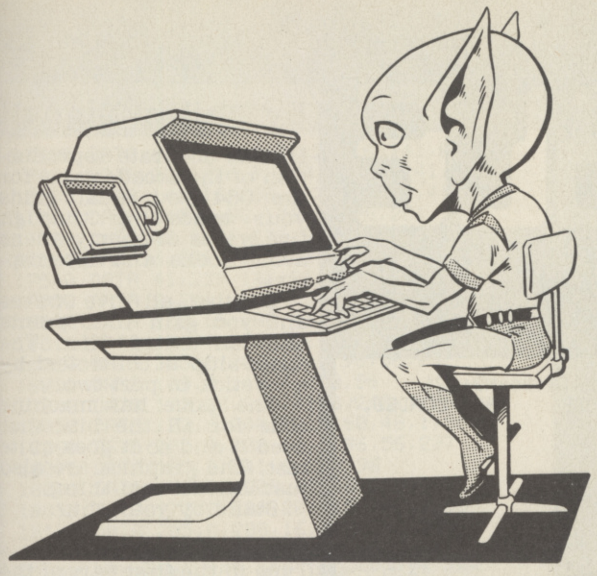
We are looking for high quality machine code and Basic listings for the following machines: Commodore 64, C16, Spectrum, Atari (all types), BBC, Electron, and the Amstrad. All programs should be recorded on tape at the slowest baud rate, and a number of times on each side of the tape. State on the tape what baud rate it is at and how many times it is recorded on the tape, also include any special loading instructions.

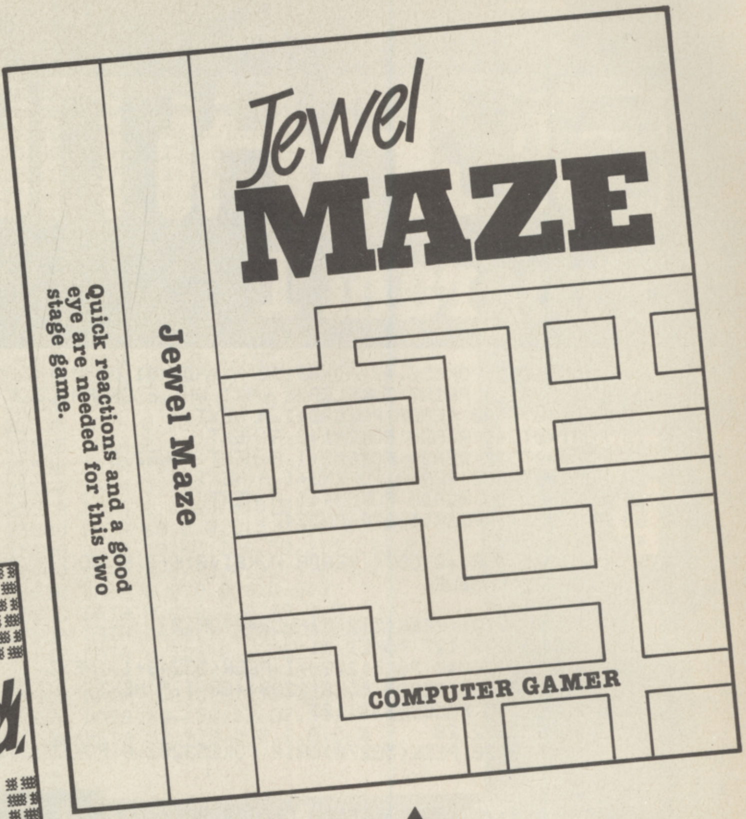
When writing a program try to avoid any embedded graphics commands. This is really important with the BBC micro with its Teletext control codes, the Spectrum with its colour control codes, and the Atari with its graphics symbols. All of these cannot be listed on a printer. Also avoid having any chunks of memory being loaded from tape as this is also not printable.

For most submissions a disk is preferable, but detailed loading instructions need to be given — and please do not put any protection, jamming of break/reset/restore keys etc. There's very little you can do to protect anything like that and it is just a waste of time for us to break it.

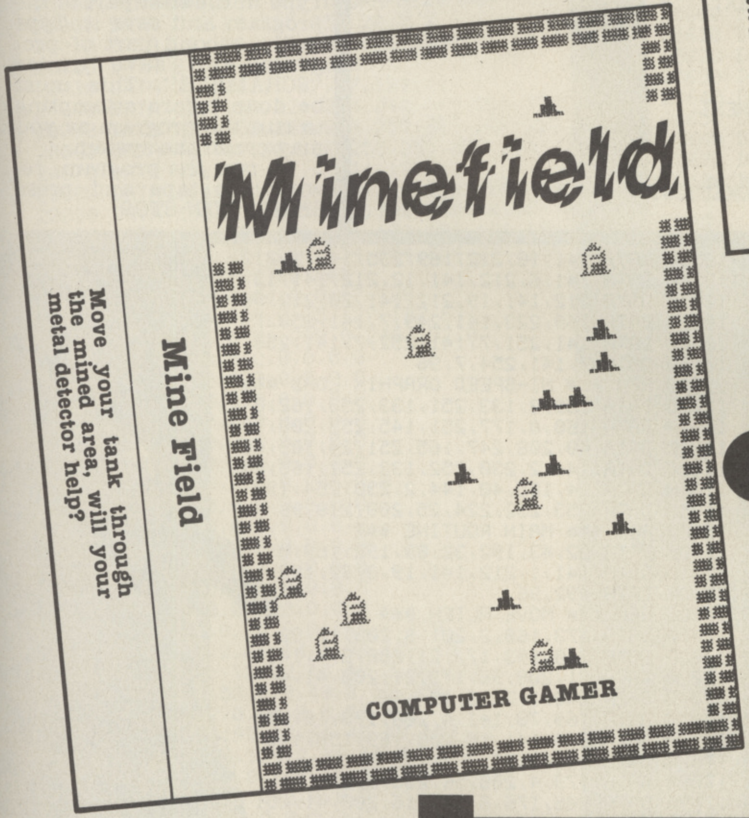
Oh yes!, we pay well for any submissions that are sent to us. Send everything with the name of the computer that the game is for on the back of the parcel/package, to:

Program Submissions
Computer Gamer
1 Golden Sq
London W1R 3AB




Jewel
MAZE
Jewel Maze
COMPUTER GAMER

Quick reactions and a good eye are needed for this two stage game.


Minefield
Mine Field
COMPUTER GAMER

Move your tank through the mined area, will your metal detector help?

Program Submissions
Computer Gamer
1 Golden Sq
London W1R 3AB

Name: ....

Address: ....

....

Telephone: .... ID Code: ....

Computer: ....

Program name: ....

Additional details: ....

SCRAMBLE

Program 1

by Phillip Bignall

In this accurate reproduction of the arcade game for the C64 you must guide your space-ship through five waves of enemy aliens avoid rocks and interceptors.

Survive all five waves and you gain 1000 points and an extra life. The space-ship is controlled by a joystick in port two.

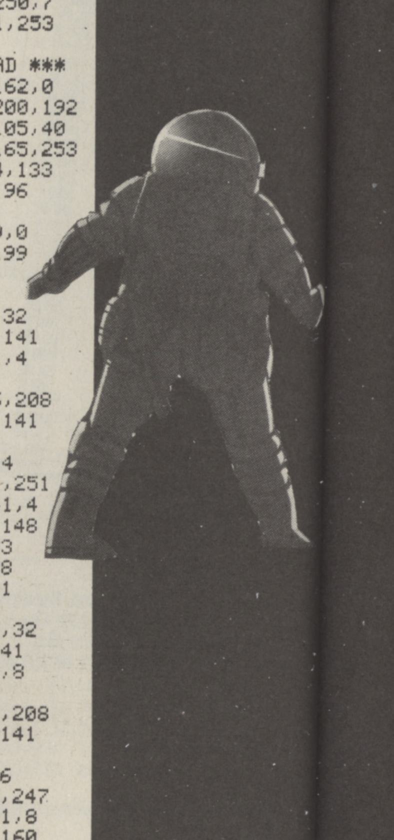
The game has machine code for all the bits that need it and so it goes quite fast. The graphics are also just like the real thing.

Stand by your ship . . .

Typing in Program
Type in the first part of the program and save it. Type in the second part of program and save under "SCRAMBLE". This must be done before attempting to run the program as you may crash the system.

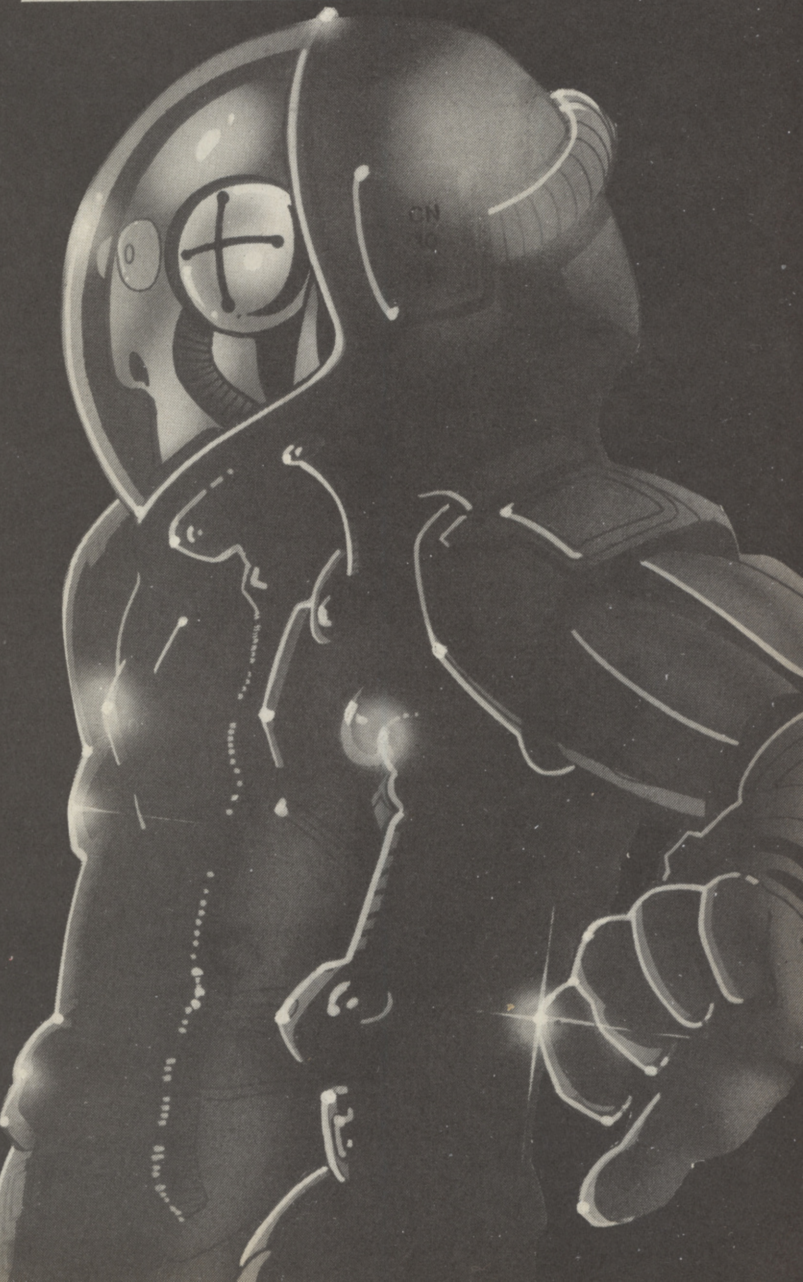
To run the program, rewind the tape and press SHIFT/RUN-STOP.

```
3 POKE55,255:POKE56,47:AD=49152:M1=AD+401:M2=M1+47:M3=M2+18:M4=M3+321
5 POKE53281,0:PRINT"⊐✱▮PLEASE WAIT WHILE GRAPHICS & M/CODE      ARE LOADED."
10 FORI=0TO400:READA:POKEAD+I,A:NEXT
13 FORI=0TO46:READA:POKEM1+I,A:NEXT
15 FORI=0TO17:READA:POKEM2+I,A:NEXT:POKE2,0
20 FORI=0TO320:READA:POKEM3+I,A:NEXT
25 FORI=0TO89:READA:POKEM4+I,A:NEXT
30 POKE53270,PEEK(53270)AND247
40 GOSUB1000
45 V=53248:FORI=0TO574:READA:POKE14016+I,A:NEXT
100 LOAD"SCRAMBLE"
900 END
1000 POKE53272,(PEEK(53272)AND240)OR12
1010 POKE56333,127:POKE1,51
1020 FORI=0TO60*8:POKE12288+I,PEEK(53248+I):NEXT
1030 FORI=0TO95:READA:POKE12288+480+I,A:NEXT
1040 POKE1,55:POKE56333,129
1050 POKE53272,28
1055 POKE53270,PEEK(53270)OR16:POKE53282,6:POKE53283,7
1060 RETURN
1706 +
10000 REM *** SCROLL SCREEN LEFT ***
10005 DATA 169,0,133,251,169,4,133,252
10010 DATA 169,0,162,0,234,234,160,1
10020 DATA 177,251,136,145,251,200,200,192
10030 DATA 40,208,245,152,24,101,251,144
10040 DATA 2,230,252,133,251,232,224,17
10050 DATA 208,228,96
10055 REM *** PLOT SCENERY ***
10060 DATA 169,39,133,253,169,4,133,254
10070 DATA 169,0,160,0,162,0,177,251
10080 DATA 145,253,165,251,24,105,40,144
10090 DATA 2,230,252,133,251,165,253,24
10100 DATA 105,40,144,2,230,254,133,253
10110 DATA 232,224,25,208,225,96
10115 REM *** MOVE STARCRUISER ***
10120 DATA 173,0,220,41,15,201,14,240
10130 DATA 12,201,13,240,23,173,0,220
10140 DATA 41,16,240,26,96,173,1,208
10150 DATA 201,92,16,1,96,56,233,2
10160 DATA 141,1,208,96,173,1,208,24
10170 DATA 105,2,141,1,208,96,173,21
10180 DATA 208,41,2,240,1,96,162,106
10190 DATA 234,142,2,208,174,1,208,142
10200 DATA 3,208,173,21,208,9,2,141
10210 DATA 21,208,96
10213 REM *** MOVE LASERBOLT ***
10215 DATA 173,21,208,41,2,240,15
10220 DATA 173,2,208,201,200,48,9,173
10230 DATA 21,208,41,253,141,21,208,96
10240 DATA 24,105,2,141,2,208,169,35
10245 DATA 141,1,212,96
10247 REM *** COLLISION - LANDSCAPE ***
10250 DATA 169,4,133,252,169,0,133,251
10260 DATA 173,1,208,56,233,45,74,74
10270 DATA 74,24,170,169,0,24,105,40
10280 DATA 144,2,230,252,202,208,246,234
10290 DATA 24,105,9,144,2,230,252,133
10300 DATA 251,160,0,177,251,201,60,48
10310 DATA 5,169,255,141,19,3,200,177
10320 DATA 251,201,60,48,5,169,255,141
10330 DATA 19,3,96
10335 REM *** LASER COLLISION ***
10340 DATA 169,4,133,252,169,0,133,251
10350 DATA 173,3,208,56,233,47,74,74
10360 DATA 74,24,170,169,0,24,105,40
10370 DATA 144,2,230,252,202,208,246,234
10380 DATA 133,251,173,2,208,74,74,74
10390 DATA 24,101,251,144,2,230,252,133
10400 DATA 251,160,0,177,251,201,60,48
10410 DATA 8,173,21,208,41,253,141,21
10420 DATA 208,96
10430 REM *** EXPLOSION SETUP ***
10500 DATA 169,10,141,1,212,141,8,212
10510 DATA 141,15,212,169,240,141,23,212
10520 DATA 169,131,141,4,212,141,11,212
10530 DATA 141,18,212,169,255,141,5,212
10540 DATA 141,6,212,141,12,212,141,13
10550 DATA 212,141,19,212,141,20,212,96
10560 DATA 169,223,141,249,7,141,250,7
10570 DATA 141,251,7,141,252,7,141,253
10580 DATA 7,141,254,7,96
11000 REM *** HI-SPEED GRAPHIX LOAD ***
11005 DATA 169,0,133,251,133,253,162,0
11010 DATA 160,0,177,251,145,253,200,192
11020 DATA 40,208,247,165,251,24,105,40
11030 DATA 144,2,230,252,133,251,165,253
11040 DATA 24,105,40,144,2,230,254,133
11050 DATA 253,232,224,25,208,218,96
15000 REM *** MAIN ROUTINE ***
15005 DATA 32,43,192,32,89,192,169,0
15010 DATA 141,1,212,141,19,3,32,199
15020 DATA 192,96
17000 REM *** MOVE ALIEN ***
17010 DATA 173,168,2,201,8,208,12,32
17020 DATA 240,193,173,21,208,9,4,141
17030 DATA 21,208,96,173,21,208,41,4
17040 DATA 240,3,32,3,194,96
17050 DATA 169,78,141,4,208,173,16,208
17060 DATA 9,4,141,16,208,169,150,141
17070 DATA 5,208,96
17080 DATA 173,4,208,56,233,8,141,4
17090 DATA 208,176,8,173,16,208,41,251
17100 DATA 141,16,208,173,16,208,41,4
17110 DATA 240,1,96,173,4,208,201,148
17120 DATA 48,1,96,173,5,208,56,233
17130 DATA 7,201,86,16,9,173,21,208
17140 DATA 41,251,141,21,208,96,141
17150 DATA 5,208,96
17210 DATA 173,168,2,201,11,208,12,32
17220 DATA 91,194,173,21,208,9,8,141
17230 DATA 21,208,96,173,21,208,41,8
17240 DATA 240,3,32,110,194,96
17250 DATA 169,78,141,6,208,173,16,208
17260 DATA 9,8,141,16,208,169,150,141
17270 DATA 7,208,96
17280 DATA 173,6,208,56,233,8,141,6
17290 DATA 208,176,8,173,16,208,41,247
17300 DATA 141,16,208,173,16,208,41,8
17310 DATA 240,1,96,173,6,208,201,160
17320 DATA 48,1,96,173,7,208,56,233
17330 DATA 6,201,86,16,9,173,21,208
17340 DATA 41,247,141,21,208,96,141
17350 DATA 7,208,96
17410 DATA 173,168,2,201,20,208,12,32
17420 DATA 198,194,173,21,208,9,16,141
17430 DATA 21,208,96,173,21,208,41,16
17440 DATA 240,3,32,217,194,96
17450 DATA 169,78,141,8,208,173,16,208
17460 DATA 9,16,141,16,208,169,150,141
17470 DATA 9,208,96
```



```
17480 DATA 173,8,208,56,233,8,141,8
17490 DATA 208,176,8,173,16,208,41,239
17500 DATA 141,16,208,173,16,208,41,16
17510 DATA´240,1,96,173,8,208,201,155
17520 DATA 48,1,96,173,9,208,56,233
17530 DATA 6,201,90,16,9,173,21,208
17540 DATA 41,239,141,21,208,96,141
17550 DATA 9,208,96
18000 DATA 173,16,208,41,4,240,1,96
18010 DATA 173,4,208,201,148,48,1,96
18020 DATA 205,0,208,16,1,96,56,237
18030 DATA 169,2,141,4,208,96
18040 DATA 173,16,208,41,8,240,1,96
18050 DATA 173,6,208,201,160,48,1,96
18060 DATA 205,0,208,16,1,96,56,237
18070 DATA 169,2,141,6,208,96
18080 DATA 173,16,208,41,16,240,1,96
18090 DATA 173,8,208,201,155,48,1,96
18100 DATA 205,0,208,16,1,96,56,237
18110 DATA 169,2,141,8,208,96
20000 REM *** USER DEF´D GRAPHICS ***
20005 DATA 2,2,20,255,255,20,2,2
20010 DATA 20,125,125,125,125,125,125,20
20020 DATA 0,0,0,0,0,0,0,0
20030 DATA 2,2,11,11,47,47,191,191
20040 DATA 128,128,224,224,248,248,254,254
20050 DATA 255,255,255,255,255,255,255,255
20060 DATA 40,40,190,190,255,255,255,255
20070 DATA 191,191,47,47,11,11,2,2
20080 DATA 254,254,248,248,224,224,128,128
20090 DATA 255,255,255,255,190,190,40,40
20100 DATA 191,191,191,191,191,191,191,191
20110 DATA 254,254,254,254,254,254,254,254
25000 REM *** SPRITES ***
25003 DATA 0,0,0,64,0,0,17,128
25005 DATA 0,5,208,0,85,127,192,63
25010 DATA 255,0,31,208,0,240,192,0
25020 DATA 0,0,0,0,0,0,0,0
25025 DATA 0,0,0,0,0,0,0,0
25030 DATA 0,0,0,0,0,0,0,0
25035 DATA 0,0,0,0,0,0,0,0
25040 DATA 0,0,0,0,0,0,0,0
25050 DATA 0,0,0,0,0,0,0,0
25060 DATA 0,0,0,0,0,255,0,0
25070 DATA 0,0,0,0,0,0,0,0
25080 DATA 0,0,0,0,0,0,0,0
25090 DATA 0,0,0,0,0,0,0,0
25100 DATA 0,0,0,0,0,0,0,0
25110 DATA 0,0,0,0,0,0,0,0
25120 DATA 0,0,0,0,0,0,0,0
25130 DATA 18,0,72,9,0,144,4,129
25140 DATA 32,2,66,64,1,36,128,48
25150 DATA 153,12,12,66,48,3,36,192
25160 DATA 0,153,0,0,60,0,63,255
25170 DATA 252,0,60,0,0,53,0,3
25180 DATA 36,192,12,66,48,48,153,12
25190 DATA 1,36,128,2,66,64,4,129
25200 DATA 32,9,0,144,18,0,72,0
25210 DATA 0,0,0,0,0,0,0,0
25220 DATA 0,0,0,0,0,0,0,0
25230 DATA 0,0,0,36,0,0,0,0
25240 DATA 0,153,0,0,60,0,1,126
25250 DATA 128,0,60,0,0,153,0,0
25260 DATA 36,0,0,0,0,0,0,0
25270 DATA 0,0,0,0,0,0,0,0
25280 DATA 0,0,0,0,0,0,0,0
25290 DATA 0,0,0,0,0,0,0,0
25300 DATA 0,0,0,0,0,0,0,0
25310 DATA 0,0,0,0,0,0,0,0
25320 DATA 0,0,0,0,24,0,0,24
25330 DATA 0,0,0,0,0,0,0,0
25340 DATA 0,0,0,0,0,0,0,0
25350 DATA 0,0,0,0,0,0,0,0
25360 DATA 0,0,0,0,0,0,0,0
25370 DATA 0,0,0,0,16,0,0,16,0,0,16
25380 DATA 0,0,16,0,0,16,0,0
```

```
25390 DATA 16,0,0,16,0,0,16,0
25400 DATA 0,252,0,0,184,0,2,186
25410 DATA 0,2,186,0,2,186,0,2
25420 DATA 186,0,0,252,0,0,48,0
25430 DATA 0,252,0,3,207,0,3,3
25440 DATA 0,3,3,0,0,0,0,0
25450 DATA 0,60,0,0,235,0,0,235
25460 DATA 0,3,150,192,3,150,192,3
25470 DATA 150,192,3,150,192,0,235,0
25480 DATA 0,235,0,0,255,0,0,195
25490 DATA 0,0,60,0,0,60,0,0
25500 DATA 195,0,0,195,0,3,60,192
25510 DATA 3,60,192,3,0,192,3,0
25520 DATA 192,0,0,0,0,0,0,0
25530 DATA 0,60,0,0,60,0,0,60
25540 DATA 0,0,60,0,0,235,0,0
25550 DATA 235,0,0,235,0,3,150,192
25560 DATA 3,150,192,3,150,192,0,235
25570 DATA 0,0,60,0,0,215,0,0
25580 DATA 60,0,0,215,0,12,60,48
25590 DATA 59,60,236,59,215,236,59,60
25600 DATA 236,12,0,48,0,0,0,0
25610 DATA 0,0,0,0,0,0,0,0
25620 DATA 0,0,0,0,0,48,0,0
25630 DATA 48,0,0,220,0,0,220,0
25640 DATA 0,220,0,3,255,0,9,166
25650 DATA 128,2,254,0,0,184,0,0
25660 DATA 168,0,8,152,128,34,86,32
25670 DATA 32,152,32,32,32,32,32,128
25680 DATA 32,128,0,8,0,0,0,0

READY.
```

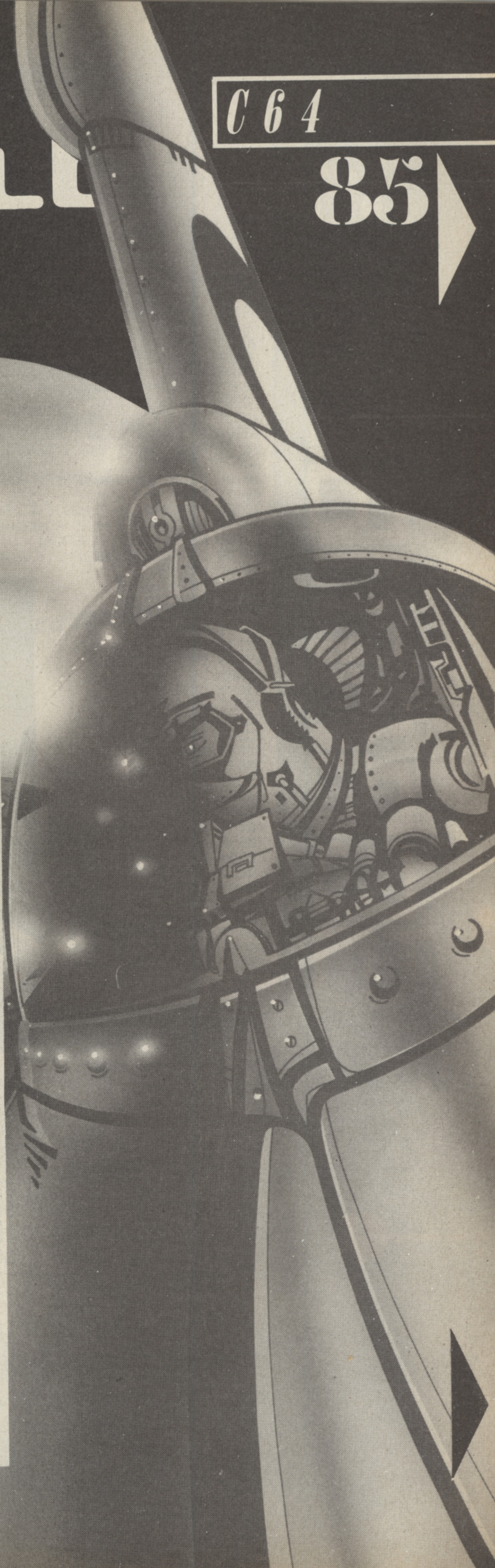


SCRAMBLE

Program 2

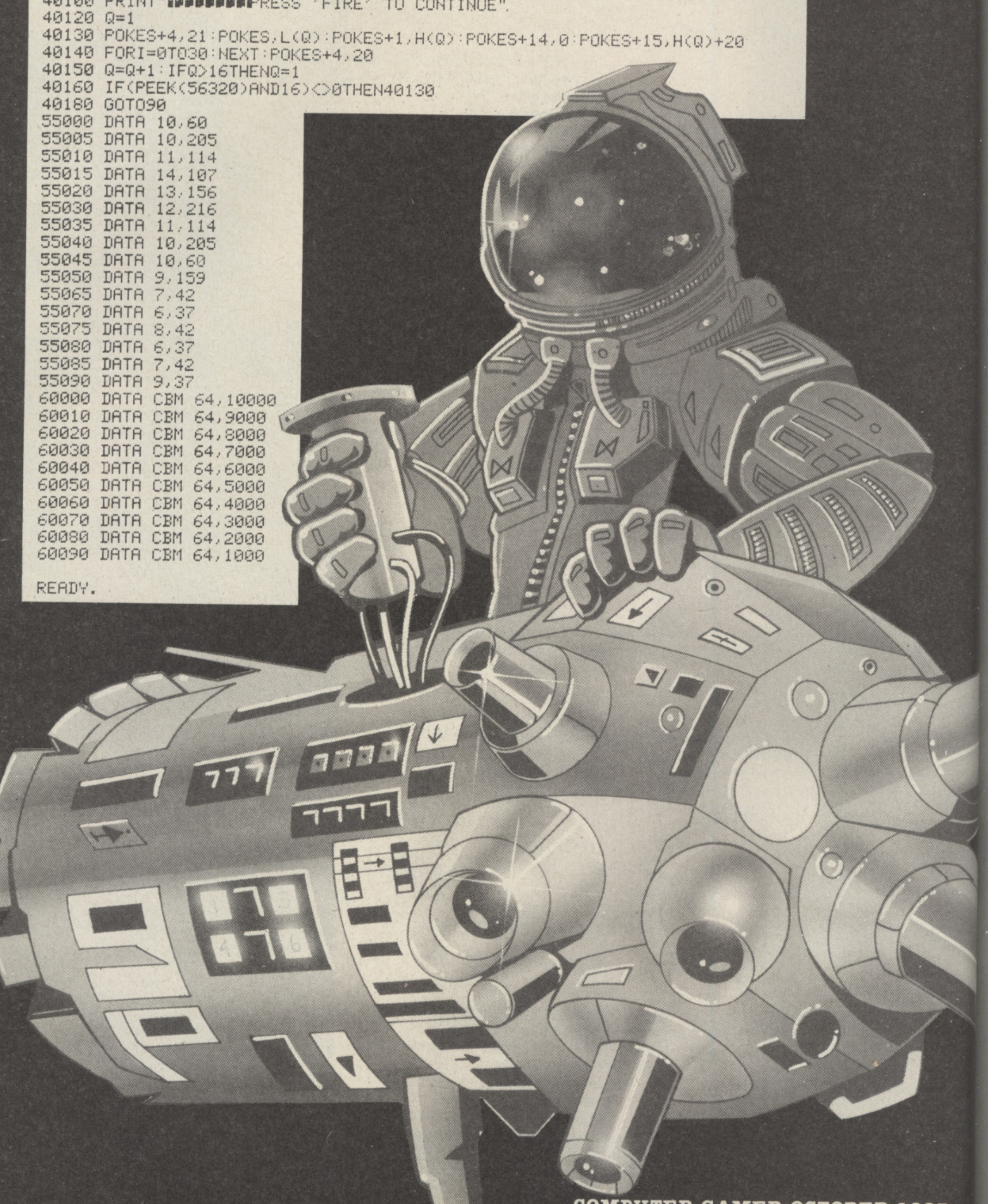
```
3 POKE55,255:POKE56,47:AD=49152:M1=AD+401:M2=M1+47:M3=M2+18:M4=M3+321:V=53248
10 POKE53280,6:POKE53281,0
15 POKE53270,PEEK(53270)AND247
20 POKE53272,28
25 DIMHS$(11),HS%(11),H(16),L(16)
30 POKE53270,PEEK(53270)OR16
35 POKE53282,9:POKE53283,7
40 GOSUB30000
45 FORI=1TO16:READH(I),L(I):NEXTI
50 FORI=1TO10:READHS$(I),HS%(I):NEXTI
60 GOTO35000
90 LV=1 SC=0:L=3
100 PRINT"♥"
103 POKEV,96:POKEV+1,138:POKEV+16,0
105 POKE2040,219:POKE2041,220:ONLVGOSUB400,410,420,430,440
110 POKEV+37,8:POKEV+38,5:POKEV+39,7:POKEV+40,15:POKEV+28,29
113 POKEV+21,1
115 FORI=0TO24:POKES+I,0:NEXT
120 POKES+24,15:POKES+19,238:POKES+20,238
125 POKES+18,129:POKES+5,178:POKES+6,189:POKES+4,129
130 POKES+7,38:POKES+8,32:POKES+12,9:POKES+13,9
135 POKE252,(59+(LV*4)):POKE254,4:SYSM1
145 TM=0:SR=0
147 POKEV+27,252
150 FORI=55296TO56295:POKEI,10:NEXT
180 POKES+15,5:POKES+14,45
190 PRINT"SQQQQQQQQQQQQQQQQQQQQQ↑↑↑↑↑↑↑↑↑↑↑↑↑↑ SCRAMBLE ↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑";
195 PRINT"■LIVES:";L:PRINT"■SCORE:"
197 POKEV+30,0
200 SYSAD:SR=SR+1:IFSR=40THENSR=0
205 POKE251,SR:POKE252,(59+(LV*4))
210 SYSM2:POKE680,SR
215 SYSAD+164
220 SYSM3:SYSM3+107:SYSM3+214
225 QQ=PEEK(V+30)
230 IF(QQAND3)=1THEN600
231 IF(QQAND3)=2THEN300
235 IFPEEK(787)=255THEN600
237 SYSAD+164
240 SYSAD+266
243 PRINT"■■■■■■■■";SC
245 TM=TM+1:IFTM=240THENLV=LV+1:SR=0:TM=0:ONLVGOSUB400,410,420,430,440
247 IFLV>5THENLV=1:L=L+1:SC=SC+1000:GOSUB400
250 SYSAD+164
253 POKE681,LV:SYSM4:SYSM4+30:SYSM4+60
255 GOTO200
300 POKEV+21,PEEK(V+21)AND(255-QQ):SC=SC+100:POKEV+30,0:GOTO235
400 POKE2042,224:POKE2043,224:POKE2044,224
403 POKEV+41,6:POKEV+42,6:POKEV+43,6
405 POKEM3+4,8:POKEM3+111,11:POKEM3+218,21:RETURN
410 POKE2042,225:POKE2043,225:POKE2044,225
413 POKEV+41,6:POKEV+42,6:POKEV+43,6
415 POKEM3+4,12:POKEM3+111,26:POKEM3+218,35:RETURN
420 POKE2042,226:POKE2043,226:POKE2044,226
423 POKEV+41,6:POKEV+42,6:POKEV+43,6
425 POKEM3+4,10:POKEM3+111,25:POKEM3+218,39:RETURN
430 POKE2042,227:POKE2043,227:POKE2044,227
433 POKEV+41,6:POKEV+42,6:POKEV+43,6
435 POKEM3+4,24:POKEM3+111,27:POKEM3+218,36:RETURN
440 POKE2042,227:POKE2043,227:POKE2044,227
443 POKEV+41,14:POKEV+42,14:POKEV+43,14
445 POKEM3+4,0:POKEM3+111,10:POKEM3+218,19:RETURN
600 REM *** DEATH ROUTINE ***
601 SYSAD+380:POKEV+16,0:POKEV+21,1:POKEV+27,0
603 FORI=40TO46:POKEV+I,7:NEXT
604 FORI=0TO12STEP2:POKEV+I,PEEK(V):NEXT
605 FORI=3TO13STEP2:POKEV+I,PEEK(V+1)-4:NEXT:J=PEEK(V+1):K=J-6
607 POKES,45:POKEV+21,127
610 FORI=40TO0STEP-1
615 POKES+11,21:POKES+18,131:POKES+1,I:POKES+8,I+7:POKES+15,I+3:POKE2040,222
620 POKEV+1,K:FORT=0TO5:NEXTT
625 POKES+11,20:POKES+18,130:POKE2040,219:POKEV+1,J
630 NEXTI
635 SYSAD+332:POKEV+1,K:POKE2040,221
640 FORI=15TO0STEP-1:POKES+24,I
641 POKEV+2,PEEK(V+2)-2:POKEV+3,PEEK(V+3)-1
```

SCRAMBLE



```
643 POKEV+4,PEEK(V+4)-2:POKEV+5,PEEK(V+5)+1
645 POKEV+6,PEEK(V+6)+2:POKEV+7,PEEK(V+7)-1
647 POKEV+8,PEEK(V+8)+2:POKEV+9,PEEK(V+9)+1
649 POKEV+11,PEEK(V+11)-2
651 POKEV+13,PEEK(V+13)+2
655 NEXTI
660 POKEV+21,0:POKEV+27,252
670 L=L-1:IFL>0THEN100
680 PRINT"♫":GOTO35000
900 END
30000 PRINT"♫":PRINT:PRINT
30005 A$="♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠"
30010 PRINTA$;A$;
30015 PRINT:PRINT:PRINT:PRINT
30020 PRINT"                               ?-            ";
30025 PRINT"                              ?♠♠-           ";
30030 PRINT"                             ?♠♠♠♠-          ";
30035 PRINT"                  ?-        ?♠♠♠♠♠♠-  ?-     ";
30040 PRINT"      ?-         ?♠♠-      ?♠♠♠♠♠♠♠♠-?♠♠-    ";
30050 PRINT"     ?♠♠-       ?♠♠♠♠-    ?♠♠♠♠♠♠♠♠♠♠♠♠♠♠-   ";
30060 PRINT"|||♠♠♠♠|||||♠♠♠♠♠♠|||♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠|";
30070 PRINTA$;A$;
30100 POKE252,4:POKE254,63:SYSM1
31000 PRINT"♫":PRINT:PRINT
31010 PRINTA$;A$;
31020 PRINT"¯¯¯-¯-¯-♠♠♠♠-¯¯-♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠-¯-¯¯¯";
31025 PRINT"           -♠♠¯      -¯¯¯-♠♠♠♠♠♠-¯-♠♠♠♠¯   ";
31030 PRINT"            -¯            -♠♠♠♠¯   -♠♠¯    ";
31035 PRINT"                           -♠♠¯     -¯     ";
31040 PRINT"                            -¯             ";
31045 PRINT
31050 PRINT"     ?||-                                  ";
31060 PRINT"    ?♠♠♠♠|-          ?|-                   ";
31070 PRINT"   ?♠♠♠♠♠♠♠-       ?|♠♠♠|-       ?-        ";
31080 PRINT"  ?♠♠♠♠♠♠♠♠♠-   ?|♠♠♠♠♠♠♠|-     ?♠♠-       ";
31090 PRINT"|♠♠♠♠♠♠♠♠♠♠♠||♠♠♠♠♠♠♠♠♠♠♠♠|||♠♠♠♠||||||";
31100 PRINTA$;A$;
31130 POKE252,4:POKE254,67:SYSM1
32000 PRINT"♫":PRINT:PRINT
32005 PRINTA$;A$;
32020 PRINT"¯♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠";
32025 PRINT" -¯♠♠♠♠♠♠♠♠♠♠♠¯-¯-¯-♠♠♠♠♠♠¯-¯-¯-¯-¯-¯-¯";
32030 PRINT"    -¯♠♠♠♠♠♠♠¯-          -♠♠¯-¯        ";
32035 PRINT"      -¯♠♠♠¯-            -¯            ";
32040 PRINT"        -¯-                            ";
32050 PRINT:PRINT"                       ?-                  ||       ";
32060 PRINT"      ||||          ?♠♠|-          ?♠♠-     ";
32070 PRINT"    ?♠♠♠♠-        ?♠♠♠♠♠|-        ?♠♠♠♠-    ";
32080 PRINT"   ?♠♠♠♠♠♠-      ?♠♠♠♠♠♠♠♠♠-     ?|♠♠♠♠♠♠|-  ";
32090 PRINT"||♠♠♠♠♠♠♠♠||||♠♠♠♠♠♠♠♠♠♠♠|||♠♠♠♠♠♠♠♠♠♠||";
32100 PRINTA$;A$;
32130 POKE252,4:POKE254,71:SYSM1
33000 PRINT"♫":PRINT:PRINT
33010 PRINTA$;
33020 PRINT"♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠";
33025 PRINT"¯♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠¯¯¯¯¯¯♠♠♠♠♠♠♠♠♠♠¯¯¯¯";
33030 PRINT" -¯♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠¯-      -¯♠♠♠♠♠♠♠¯    ";
33035 PRINT"   -¯¯♠♠♠♠♠♠♠♠♠♠♠¯-          -¯♠♠♠♠¯     ";
33040 PRINT"      -¯♠♠♠♠♠♠¯-              -¯¯-       ";
33045 PRINT"         -¯♠♠¯-                          ";
33047 PRINT"           -¯                            ";
33050 PRINT"                    ?-                   ";
33060 PRINT"      ?|-        ?|♠♠-           ?-      ";
33070 PRINT"    ?|♠♠♠|-    ?|♠♠♠♠♠|-        ?♠♠-     ";
33080 PRINT" ?|♠♠♠♠♠♠♠-?|♠♠♠♠♠♠♠♠♠♠|-      ?♠♠♠♠-    ";
33090 PRINT"|♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠|||||♠♠♠♠♠♠||||";
33100 PRINTA$;A$
33130 POKE252,4:POKE254,75:SYSM1
34000 PRINT"♫":PRINT:PRINT
34010 PRINTA$;
34020 PRINT"♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠";
34025 PRINT"¯¯♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠¯¯";
34030 PRINT"  -¯♠♠♠♠♠♠♠♠♠♠♠¯-¯♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠¯-¯  ";
34033 PRINT"     -¯♠♠♠♠♠♠¯-    -♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠¯    ";
34035 PRINT"       _♠♠♠♠|       -¯♠♠♠♠♠♠♠♠♠♠♠♠♠¯     ";
34040 PRINT"       _♠♠♠♠¯         -¯♠♠♠♠♠♠♠♠♠¯-      ";
34045 PRINT"       -¯¯¯-            -♠♠♠♠♠♠¯-        ";
```

```
34060 PRINT"                       _————_          ";
34070 PRINT"                                    ?-    ";
34075 PRINT"     ?|-                            ?♣♣- ";
34080 PRINT"   ?|♣♣♣|-    ?|||-               ?|♣♣♣♣-";
34090 PRINT"||·|♣♣♣♣♣♣♣||||♣♣♣♣♣|||||||||||||||♣♣♣♣♣♣♣";
34100 PRINTA$;A$
34130 POKE252,4:POKE254,79:SYSM1
34140 RETURN
35000 S=54272:FORI=0TO24:POKES+I,0:NEXT:POKES+24,15
35010 POKES+5,9:POKES+6,9:POKES+19,60
35020 POKES+20,60:POKES+4,20:POKES+18,0
40000 IFSC<HS%(10)THEN40050
40005 PRINT"■YOU HAVE ACHIEVED A HIGH SCORE."
40010 PRINT" INPUT YOUR NAME."
40015 INPUTNA$:IFLEN(NA$)>8THENNA$=MID$(NA$,1,8)
40020 FORI=10TO1STEP-1
40025 IFSC>HS%(I)THENHS%(I+1)=HS%(I):HS%(I)=SC:HS$(I+1)=HS$(I):HS$(I)=NA$
40030 NEXTI
40050 PRINT"■■■■■■■■■■■■■■■■■HALL OF FAME"
40055 PRINT"■■■■■■■■■■■■■■*************■"
40060 FORI=1TO10
40070 IFI=1THENPRINT"■";
40080 IFI>1THENPRINT"■";
40090 PRINT"■";I,HS$(I),HS%(I)
40095 NEXTI
40100 PRINT"■■■■■■■■PRESS 'FIRE' TO CONTINUE".
40120 Q=1
40130 POKES+4,21:POKES,L(Q):POKES+1,H(Q):POKES+14,0:POKES+15,H(Q)+20
40140 FORI=0TO30:NEXT:POKES+4,20
40150 Q=Q+1:IFQ>16THENQ=1
40160 IF(PEEK(56320)AND16)<>0THEN40130
40180 GOTO90
55000 DATA 10,60
55005 DATA 10,205
55010 DATA 11,114
55015 DATA 14,107
55020 DATA 13,156
55030 DATA 12,216
55035 DATA 11,114
55040 DATA 10,205
55045 DATA 10,60
55050 DATA 9,159
55065 DATA 7,42
55070 DATA 6,37
55075 DATA 8,42
55080 DATA 6,37
55085 DATA 7,42
55090 DATA 9,37
60000 DATA CBM 64,10000
60010 DATA CBM 64,9000
60020 DATA CBM 64,8000
60030 DATA CBM 64,7000
60040 DATA CBM 64,6000
60050 DATA CBM 64,5000
60060 DATA CBM 64,4000
60070 DATA CBM 64,3000
60080 DATA CBM 64,2000
60090 DATA CBM 64,1000

READY.
```

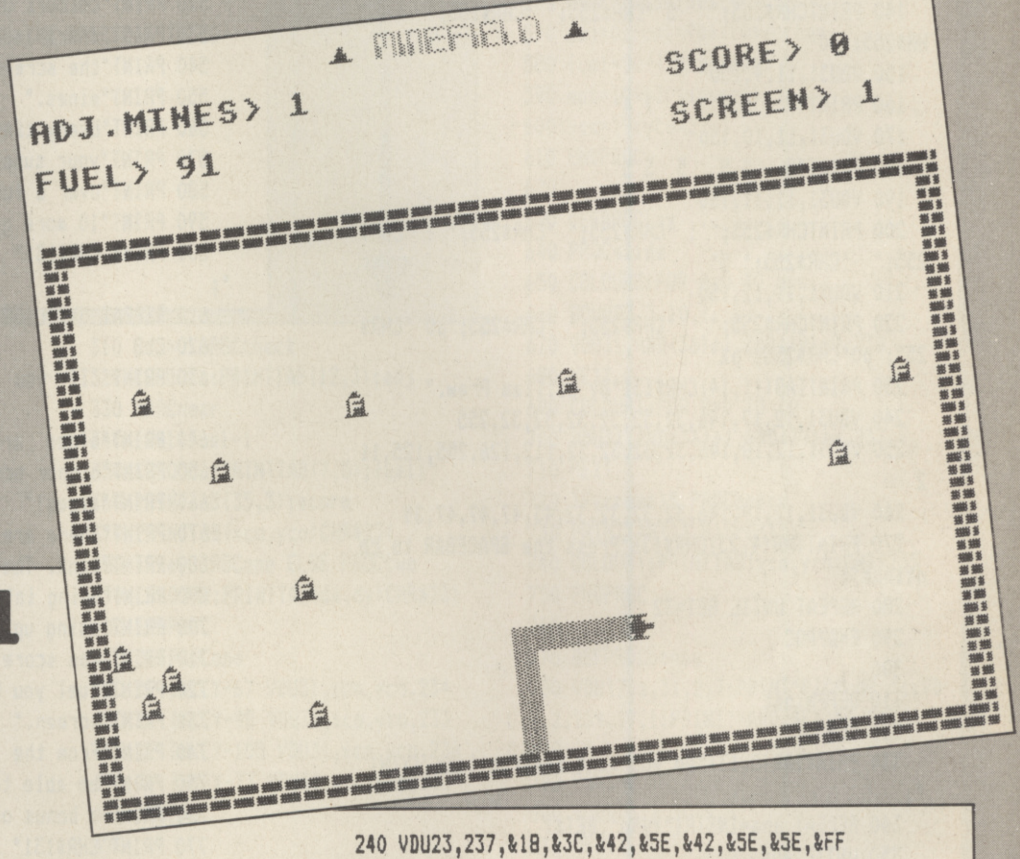


Minefield

By Willian Prew

Full instructions for the game are in the program, but here are a few hints on typing the game in. Type the first program in and save it as "MINE1", then type the second program in and save it as "MINE2", and the third as "MINE3".

One hint for the game is to take your time as there is no time limit involved and work out the positions of the mines adjacent to you logically. This is especially important if you get as far as screen 10!



Program 1

```
 10 REM Minefield
 20 REM By William Prew
 30 REM August 1985
 40
 50 MODE7
 60 PROCdefine
 70 PROCenvelopes
 80 CHAIN"MINE2"
 90
100 DEFPROCdefine
110 VDU23,224,&FE,&92,&92,&92,&D2,&C2,&C2,&C2
120 VDU23,225,&9F,&91,&91,&91,&D9,&D9,&D9,&D9
130 VDU23,226,&7F,&40,&40,&7F,&60,&60,&60,&7F
140 VDU23,227,&7F,&40,&40,&7F,&60,&60,&60,&60
150 VDU23,228,&4F,&48,&48,&4F,&6C,&6C,&6C,&6F
160 VDU23,229,&D0,&10,&10,&D0,&18,&18,&18,&DF
170 VDU23,230,&7E,&41,&41,&41,&61,&61,&61,&7E
180 VDU23,231,&FF,&FF,&FF,&FF,&FF,&FF,&FF,&FF
190 VDU23,232,&FB,&FB,&FB,&0,&EF,&EF,&EF,&0
200 VDU23,233,&3F,&E,&1F,&FF,&FF,&1F,&E,&3F
210 VDU23,234,&FC,&70,&F8,&FF,&FF,&F8,&70,&FC
220 VDU23,235,&18,&18,&99,&BD,&FF,&FF,&FF,&BD
230 VDU23,236,&BD,&FF,&FF,&FF,&BD,&99,&18,&18
240 VDU23,237,&18,&3C,&42,&5E,&42,&5E,&5E,&FF
250 VDU23,238,&0,&0,&0,&18,&18,&3C,&3C,&FF
260 VDU23,239,&18,&7E,&93,&DB,&FF,&5A,&66,&3C
270 ENDPROC
280
290 DEFPROCenvelopes
300 ENVELOPE1,1,30,0,-30,6,1,6,13,0,0,-126,126,0
310 ENVELOPE2,133,8,4,8,3,1,1,126,0,0,-10,126,0
320 ENVELOPE3,2,8,-1,-1,8,200,200,126,-1,-1,-1,126,10
330 ENVELOPE4,3,0,0,0,0,0,0,126,-1,0,-5,126,0
340 ENDPROC
```

Minefield

Program 2

```
   10 MODE7
   20 PROCtitle
   30 IF FNinst PROCinst ELSE PROCload
   40 MODE1:PROCcharacters
   50 CLS:PROCload
   60 END
   70
   80 DEFPROCtitle
   90 VDU31,11,5,150
  100 PRINT"7`7`5 5 7``5 7`!"
  110 VDU31,11,6,150
  120 PRINT"u % 5 u u  5 },$"
  130 VDU31,11,7,150
  140 PRINTCHR$255;"   5 "CHR$255;" "CHR$255;"  5 "C
HR$255;"p0"
  150 VDU31,11,9,150
  160 PRINT"7`! 5 7`! 5  7`4"
  170 VDU31,11,10,150
  180 PRINT"5   5 5   5  5 5"
  190 VDU31,11,11,150
  200 PRINTCHR$255;"`! "CHR$255;" "CHR$255;"`! "CHR$
255;"  "CHR$255;" 5"
  210 VDU31,11,12,150
  220 PRINTCHR$255;"   "CHR$255;" "CHR$255;"p0 "CHR$
255;"p0"CHR$255;"p%"
  230 PRINTTAB(11,14)CHR$131"By William Prew."
  240 VDU31,12,17,146,32,32,32,32,32,32,255
  250 VDU31,12,18,146,32,32,32,112,126,255,125,11
2
  260 VDU31,12,19,146,32,32,32,32,43,47,47,47,39
  270 PRINTTAB(4,23)CHR$136"Press the SPACEBAR to co
ntinue";
  280 REPEAT UNTIL GET=32
  290 ENDPROC
  300
  310 DEFFNinst
  320 CLS
  330 PRINTTAB(0,13)"Do you want instructions (Y/N)
";
  340 REPEAT ans=INSTR("YyNn",GET$)
  350 UNTIL ans
  360 IF ans<3 =TRUE ELSE =FALSE
  370
  380 DEFPROCinst
  390 CLS
  400 PRINTTAB(4,1)CHR$134"MINEFIELD by William Prew
"
  410 PRINTTAB(0,3)"You are the commander of a World
 War 2"
  420 PRINT"tank.  You are told by H/Q that you"
  430 PRINT"must navigate your way through a mine-"
  440 PRINT"field in  order to break a vital enemy"
  450 PRINT"defence."
  460 PRINT"To help you  through  the  mines an on"
  470 PRINT"board sensory device will tell you how"
  480 PRINT"many mines  there are in the vicinity,"
  490 PRINT"but  will not tell you where they are!"
  500 PRINT"According to how many mines there  are"
  510 PRINT"in  the area  your tracks  will change"
  520 PRINT"colour: 0=Yellow,1=Red,2=Blue,3=Green."
  530 PRINT"There is a  safe area at the bottom of"
  540 PRINT"the screen which does not conceal  any"
  550 PRINT"mines."
  560 PRINT"Every time you move you use up fuel,if"
  570 PRINT"your supply gets very low  you can run"
  580 PRINT"over a fuel  drum  which will give you"
  590 PRINT"10 more gallons of petrol."
  600 PRINT'CHR$131"  Press the SPACEBAR to continue
";
  610 REPEAT UNTIL GET=32
  620 CLS
  630 PRINT'"If  you  reach  the  other side of the"

  640 PRINT"mined  area  you  will  proceed  to  a"
  650 PRINT"higher screen, which will conceal more"
  660 PRINT"mines!"
  670 PRINT"There are 3  ways  of  blowing up your"
  680 PRINT"tank. They  are: Going  into  a  mine,"
  690 PRINT"Going into  the green  mined wall  and"
  700 PRINT"using up all your petrol."
  710 PRINT"You score by collecting the amount  of"
  720 PRINT"fuel you have left at the end of  each"
  730 PRINT"screen."
  740 PRINT"From the  6th screen  upwards you will"
  750 PRINT"be able to pick up  enemy leaders  for"
  760 PRINT"a bonus of 50 points."
  770 PRINT'CHR$131"  Press the SPACEBAR to continue
";
  780 REPEAT UNTIL GET=32
  790 CLS
  800 PRINTTAB(0,2)CHR$130"KEYS:"
  810 PRINTTAB(1,4)"DELETE - FREEZE"
  820 PRINT" COPY   - CONTINUE"
  830 PRINT" Q      - SOUND OFF"
  840 PRINT" S      - SOUND ON"
  850 PRINT" J      - KEYBOARD TO JOYSTICK TOGGLE"
  860 PRINT" K      - JOYSTICK TO KEYBOARD TOGGLE"
  870 PRINTTAB(0,11)CHR$130"CONTROLS:"
  880 PRINT'" Z       - LEFT"
  890 PRINT" X       - RIGHT"
  900 PRINT" *       - UP"
  910 PRINT" ?       - DOWN"
  920 PRINTTAB(0,18)CHR$131"Alternatively use a joys
tick."
```

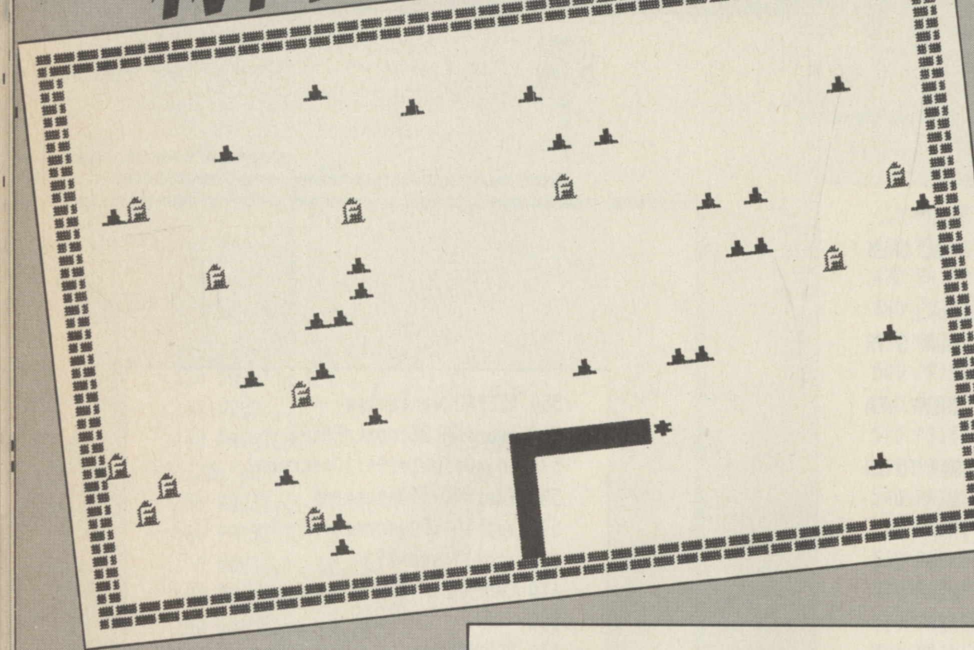
```
  930 PRINTTAB(0,22)CHR$134"Press the SPACEBAR to co
ntinue";
  940 REPEAT UNTIL GET=32
  950 ENDPROC
  960
  970 DEFPROCcharacters
  980 VDU17,2,31,1,5:PRINT"CHARACTERS"
  990 VDU31,1,8,234,17,3:PRINT" .... TANK"
 1000 VDU17,1,31,1,10,238,17,3:PRINT" .... MINE"
 1010 VDU17,2,31,1,12,237,17,3:PRINT" .... FUEL DRUM
"
 1020 VDU17,3,31,1,14,232:PRINT" .... MINED WALL"
 1030 VDU17,2,31,1,16,231,17,3:PRINT" .... TANK'S TR
ACKS"
 1040 VDU17,1,31,1,18,239,17,3:PRINT" .... ENEMY LEA
DER"
 1050 VDU17,2,31,1,21:PRINT"PRESS THE SPACEBAR TO LO
AD THE GAME";
 1060 REPEAT UNTIL GET=32
 1070 ENDPROC
 1080
 1090 DEFPROCload
 1100 VDU28,12,21,35,19
 1110 CHAIN"MINE3"
 1120 ENDPROC
```

Program 3

```
   10 MODE1
   20 PROCassemble
   30 VDU19,1,6;0;19,2,12;0;
   40 PROCheader
   50 IFFNask PROCload
   60 key=TRUE
   70 REPEAT
   80 score=0
   90 screen=1
  100 REPEAT
  110 MODE1
  120 VDU23;8202;0;0;0;
  130 VDU19,1,2;0;19,3,0;0;
  140 PROCvariables
  150 PROCscreen
  160 PROClay
  170 REPEAT
  180 PROCwait(200)
  190 PROCplay
  200 UNTILover ORnext
  210 IFover PROCdead ELSE PROCnext
  220 UNTILover
  230 MODE7:PROCtable
  240 UNTIL FALSE
  250 DEFPROCplay
  260 PROCduring
  270 IFfuel=0 over=TRUE
  280 IFyco=9 next=TRUE:ENDPROC
  290 IFkey PROCkeyboard ELSE PROCjoysti
ck
  300 IFdx=xco ANDdy=yco ENDPROC
  310 adj=0:PROCcheck
  320 COLOUR1:PRINTTAB(12,3);adj
  330 PROCnear
  340 fuel=fuel-1
  350 COLOUR1:PRINTTAB(7,5);fuel;" "
  360 PRINTTAB(35,3);score
  370 PRINTTAB(xco,yco)CHR$234
  380 IFkey PROCone ELSE PROCtwo
  390 COLOUR2:PRINTTAB(dx,dy)CHR$231
  400 ENDPROC
  410 DEFPROCone
  420 IF INKEY-67 VDU31,xco,yco,234
  430 IF INKEY-98 VDU31,xco,yco,233
  440 IF INKEY-105 VDU31,xco,yco,236
  450 IF INKEY-73 VDU31,xco,yco,235
  460 ENDPROC
  470
  480 DEFPROCtwo
  490 IFa%<50 VDU31,xco,yco,234
  500 IFa%>150 VDU31,xco,yco,233
  510 IFb%<50 VDU31,xco,yco,235
  520 IFb%>150 VDU31,xco,yco,236
  530 ENDPROC
  540
```

```
  550 DEFPROCvariables
  560 over=FALSE:next=FALSE
  570 adj=0:fuel=90+(10*screen)
  580 fuel=90+(10*screen)
  590 mps=10+(20*screen)
  600 xco=19:yco=29
  610 ENDPROC
  620
  630 DEFPROClay
  640 PROCslide
  650 COLOUR3:FOR A=0 TO mps
  660 SOUND3,3,10,1
  670 VDU31,RND(36)+1,RND(19)+9,238
  680 NEXT
  690 COLOUR1:FOR B=0 TO 10
  700 VDU31,RND(36)+1,RND(19)+9,237
  710 NEXT
  720 IFscreen>5 PROCbonus
  730 PRINTTAB(13,9)SPC(15)
  740 COLOUR1:PRINTTAB(xco,yco)CHR$235
  750 ENDPROC
  760
  770 DEFPROCbonus
  780 VDU17,1,31,2,7:PRINT"PICK UP ";:VD
U17,2,239,17,1:PRINT" AND GET 50 EXTRA P
OINTS !"
  790 FORS=0 TO 5
  800 SOUND3,3,50+S,S
  810 NEXT
  820 VDU17,2,31,10,18,239,31,29,18,239
  830 PROCwait(2000)
  840 ENDPROC
  850
  860 DEFPROCscreen
  870 VDU17,1,31,14,1,238,32,17,2,224,22
5,226,227,228,229,230,32,17,1,238
```

Minefield



```
  880 VDU17,1,31,1,3:PRINT"ADJ.MINES> ";
adj
  890 VDU31,28,3:PRINT"SCORE> ";score
  900 VDU31,1,5:PRINT"FUEL> ";fuel
  910 VDU31,28,5:PRINT"SCREEN> ";screen
  920 PRINTTAB(1,8)STRING$(38,CHR$232)
  930 PRINTTAB(1,30)STRING$(38,CHR$232)
  940 FORA=9 TO 29
  950 PRINTTAB(1,A)CHR$232;TAB(38,A)CHR$
232
  960 NEXT
  970 ENDPROC
  980
  990 DEFPROCslide
 1000 COLOUR2
 1010 FORA=25 TO 2 STEP-1
 1020 PROCwait(120):PRINTTAB(A,9)"<Minel
aying> "
 1030 SOUND3,2,55,1
 1040 NEXT
 1050 PROCwait(2000)
 1060 PRINTTAB(2,9)SPC(20)
 1070 ENDPROC
 1080
 1090 DEFPROCcheck
 1100 IF FNscrn(xco,yco)=142 over=TRUE
 1110 IF FNscrn(xco,yco)=136 over=TRUE
 1120 IF FNscrn(xco,yco)=141 fuel=fuel+1
0:SOUND3,2,30,1
 1130 IF FNscrn(xco,yco)=143 score=score
+50:SOUND3,3,99,5
 1140 IF FNscrn(xco-1,yco)=142 adj=adj+1
 1150 IF FNscrn(xco+1,yco)=142 adj=adj+1
 1160 IF FNscrn(xco,yco-1)=142 adj=adj+1

 1170 IF FNscrn(xco,yco+1)=142 adj=adj+1
 1180 ENDPROC
 1190
```

```
 1200 DEFPROCnear
 1210 VDU19,2,3;0;
 1220 IFadj>0 THEN SOUND3,1,55,3
 1230 IFadj=1 VDU19,2,1;0;
 1240 IFadj=2 VDU19,2,4;0;
 1250 IFadj=3 VDU19,2,2;0;
 1260 ENDPROC
 1270
 1280 DEFPROCwait(T)
 1290 FOR D=1 TO T:NEXT
 1300 ENDPROC
 1310
 1320 DEFPROCnext
 1330 score=score+fuel
 1340 screen=screen+1
 1350 FORA=17 TO 19
 1360 PRINTTAB(9,A)SPC(20)
 1370 NEXT
 1380 COLOUR2:PRINTTAB(11,18)"SCREEN ";s
creen-1;" COMPLETED"
 1390 RESTORE1450
 1400 FORtune=1 TO 8
 1410 READ p,d:SOUND3,4,p,d
 1420 NEXT
 1430 PROCwait(4000)
 1440 ENDPROC
 1450 DATA 95,8,83,3,75,6,83,6,63,6,55,5
,63,2,47,9
 1460
 1470 DEFPROCdead
 1480 VDU19,3,6;0;17,3,31,xco,yco,ASC"*"
 1490 FORA=55 TO 20 STEP-1
 1500 SOUND3,-15,A,1
 1510 NEXT
 1520 PROCwait(3000)
 1530 RESTORE1650
 1540 FORA=17 TO 19
 1550 PRINTTAB(14,A)SPC(12)
 1560 NEXT
 1570 FORL=1TO9
 1580 COLOURRND(3)
 1590 READmessage$
 1600 PRINTTAB(15+L,18);message$
 1610 PROCwait(140)
 1620 NEXT
 1630 PROCwait(5000)
 1640 ENDPROC
 1650 DATA G,A,M,E," ",O,V,E,R
 1660
 1670 DEFPROCtable
 1680 PROCammend
 1690 CLS
 1700 PRINTTAB(8,1)CHR$134CHR$141"Roll o
f Honour"
 1710 PRINTTAB(8)CHR$134 CHR$141"Roll of
 Honour"
 1720 PRINT'TAB(9)CHR$131"By William Pre
w"'
```

```
 1730 FORR=0 TO7
 1740 VDU32,32,130,R+49,46:PRINTTAB(3)CH
R$131;sc(R)TAB(16);$(name+R*15)'
 1750 NEXT
 1760 PRINTTAB(2,22)CHR$134"Do you wish
to save the roll (Y/N) ";
 1770 REPEAT
 1780 ans=INSTR("YyNn",GET$)
 1790 UNTILans
 1800 IFans<3 PROCsave
 1810 PRINTTAB(0,23)SPC(20)
 1820 PRINTTAB(2,22)CHR$134"Press the SP
ACE BAR to replay.       ";TAB(33,22);
 1830 REPEATUNTILGET=32
 1840 ENDPROC
 1850
 1860 DEFPROCsave
 1870 VDU31,2,23:c=OPENUP("ROLL")
 1880 c=OPENOUT("ROLL")
 1890 PRINT#c,7
 1900 FORS=0 TO 7
 1910 PRINT#c,sc(S),$(name+S*15)
 1920 NEXT
 1930 CLOSE#c
 1940 ENDPROC
 1950
 1960 DEFPROCload
 1970 IF c=0 SOUND3,3,55,5:PRINTTAB(0,22
)"Hall of fame file not present.";:CLOSE
#0:PROCwait(4000):ENDPROC
 1980 FORK=0 TO 7
 1990 sc(K)=0:$(name+K*15)=""
 2000 NEXT
 2010 INPUT#c,K
 2020 FORI=0 TO 7
 2030 INPUT#c,sc(I),$(name+I*15)
 2040 NEXT
 2050 CLOSE#c
 2060 ENDPROC
 2070
 2080 DEFPROCammend
 2090 IFscore<=sc(7) ENDPROC
 2100 FORI=7 TO 0 STEP-1
 2110 IF score>sc(I) sc(I+1)=sc(I):$(nam
e+(I+1)*15)=$(name+I*15):fix=I
 2120 NEXT
 2130 sc(fix)=score
 2140 PRINTTAB(10,2)CHR$134"WELL DONE !"
 2150 PRINTTAB(3,5)"YOUR SCORE IS LARGE
ENOUGH"
 2160 PRINTTAB(0,7)"TO QUALIFY FOR THE R
OLL OF HONOUR!"
 2170 PRINTTAB(4,10)CHR$131"PLEASE ENTER
 YOUR NAME"
 2180 VDU31,5,12,132,157,135,31,26,12,15
6,31,9,12:*FX15,1
 2190 !&900=name+fix*15
 2200 ?&902=14:?&903=32
 2210 ?&904=127:X%=0:Y%=&9:A%=0
 2220 CALL&FFF1
 2230 ENDPROC
 2240
 2250 DEFFNscrn(x,y)
 2260 VDU31,x,y
 2270 CALL code
 2280 =?&70
 2290
 2300 DEFFNask
 2310 COLOUR1
 2320 PRINTTAB(0,15)"Do you want to load
 a hall of fame ";
 2330 REPEAT VDU7
 2340 ans=INSTR("YyNn ,GET$)
 2350 UNTILans
 2360 IFans<3 THEN =TRUE ELSE =FALSE
 2370
 2380 DEFPROCkeyboard
 2390 dx=xco:dy=yco
 2400 IF INKEY-67 AND NOT INKEY-105 AND
NOT INKEY-73 xco=xco+1
 2410 IF INKEY-98 AND NOT INKEY-105 AND
NOT INKEY-73 xco=xco-1
 2420 IF INKEY-105 AND NOT INKEY-67 AND
NOT INKEY-98 yco=yco+1
 2430 IF INKEY-73 AND NOT INKEY-67 AND N
OT INKEY-98 yco=yco-1
 2440 ENDPROC
 2450
 2460 DEFPROCjoystick
 2470 dx=xco:dy=yco
 2480 a%=ADVAL(1) DIV 256
 2490 b%=ADVAL(2) DIV 256
 2500 IFa%<50 AND b%<>50 AND b%<>150 xco
=xco+1
 2510 IFa%>150 AND b%<>50 AND b%<>150 xc
o=xco-1
 2520 IFb%<50 AND a%<>50 AND a%<>150 yco
=yco-1
 2530 IFb%>150 AND a%<>50 AND a%<>150 yc
o=yco+1
 2540 ENDPROC
 2550
 2560 DEFPROCduring
 2570 IF INKEY-90 REPEATUNTILINKEY-106
 2580 IF INKEY-17 THEN *FX210,1
 2590 IF INKEY-82 THEN *FX210
 2600 IF INKEY-70 key=FALSE ELSE IF INKE
Y-71 key=TRUE
 2610 ENDPROC
 2620
 2630 DEFPROCheader
 2640 COLOUR2
 2650 PRINTTAB(0,1)"***** *  **** *** **
* *  *** *    ***"
 2660 PRINT"* * * *  *  * *   *   *  *
*    *  *"
 2670 PRINT"*   * *  *  * *** *** *  ***
*    *  *"
 2680 PRINT"**  * ** ** * **  **  ** **
**   ** *"
 2690 PRINT"**  * ** ** * **  **  ** **
**   ** *"
 2700 PRINT"**  * ** ** * *** **  ** ***
**** ***"
 2710 ENDPROC
 2720
 2730 DEFPROCassemble
 2740 DIM sc(8),name 150,code 10
 2750 osbyte=&FFF4:P%=code
 2760 [OPT2
 2770 LDA#135
 2780 JSR osbyte
 2790 STX&70
 2800 RTS
 2810 ]
 2820 FORL%=0 TO7
 2830 $(name+L%*15)="! Minefield !"
 2840 sc(L%)=800-100*L%
 2850 NEXTL%
 2860 ENDPROC
```

Jewel MAZE

by C D Love

On the first screen you have to collect a jewel at the end of a maze and return, in one piece, to the start. But there's one problem; the walls of the maze are made of prickly bushes and have a nasty habit of killing you if you collide with them.

On the second screen, you have to avoid rocks which fall from the top of the screen.

Instructions on how to control your figure are contained in the program.

```
   1 BRIGHT 0: BORDER
0: PAPER 0: INK 7: CLS
   2 PRINT  INK (RND*3)+4;"****************
****************"; INK (RND*3)+4;"********
************************"; INK (RND*6)+1;
"**                            **"; INK (R
ND*6)+1;"**         JEWEL MAZE         **"
: INK (RND*6)+1;"**                       
     **"; INK (RND*6)+1;"**       BY CD LO
VE           **"; INK (RND*6)+1;"**       
                     **"; INK (RND*6)+1;"*
*******************************"; INK (RND
*6)+1;"********************************"
   3 BEEP .01,(RND*30)+30: PRINT AT 10,10;
"Q......UP                       Z....DOWN
                     I....LEFT
            P...RIGHT";AT 17,0; FLASH 1;"
     PRESS ANY KEY TO PLAY      "
   4 IF INKEY$="" THEN  PRINT AT 0,0;: GO
TO 2
  39 FOR a=USR "d" TO USR "e"+7: READ s: P
OKE a,s: NEXT a: DATA 170,170,0,85,85,0,17
0,170,85,85,0,170,170,0,85,85
  40 FOR a=USR "u" TO USR "u"+7: READ s: P
OKE a,s: NEXT a: DATA 56,56,16,254,16,40,6
8,130
  41 FOR a=USR "a" TO USR "a"+7: READ s: P
OKE a,s: NEXT a: DATA 24,102,165,153,153,1
65,102,24
  42 FOR a=USR "n" TO USR "o"+7: READ s: P
OKE a,s: NEXT a: DATA 60,126,255,126,126,2
55,126,60,60,126,255,255,255,255,126,60
  50 LET sc=0: LET level=1
 100 CLS : PRINT  BRIGHT 0; INK 7;"      S
CREEN  ";level: FOR a=1 TO 10: PRINT  BRIG
HT 0; INK 6; PAPER 2;"DEDEDEDEDEDEDEDEDEDE
DEDEDEDEDE"; INK 0; PAPER 0;"  "; INK 6; P
APER 2;"DE"; INK 0; PAPER 0;"
"; INK 6 ; PAPER 2;"DE"; INK 0; PAPER 0;"
          "; INK 6; PAPER 2;"DE": NEXT a:
 PRINT  INK 0; BRIGHT 0;" "; INK 6; PAPER
2;"D^STARTEDEDEDEDEDEDEDEDEDEDEDE"
 101 PRINT AT 20,28; INK 1; FLASH 1; PAPER
5;"A"
 110 PRINT AT 20,3; INK 7; BRIGHT 1;"U": P
OKE 23659,0: POKE 23689,1: POKE 23659,2
 120 PRINT AT 2,15;"  ": FOR a=3 TO 19 STE
P 2: PRINT AT a,3+2*INT (RND*6);"  ";AT a,
17+2*INT (RND*6);"  ": NEXT a
 130 RESTORE 140: FOR a=1 TO 19: READ b,c:
 BEEP b,c: NEXT a
 140 DATA .4,6,.4,2,.4,2,.3,9,.1,7,.4,6,.4
,2,.4,2,.3,14,.1,13,.4,11,.4,11,.29,11,.1,
13,.29,14,.1,11,.4,9,.4,6,.8,6
 150 LET d$="p": LET x=3: LET v=20:
 155 LET r=0
 160 LET c$=INKEY$:
 170 IF c$="" THEN  LET c$=d$
 180 LET d$=c$
 190 LET sc=sc+1:
 200 PRINT AT y,x; BRIGHT 0;" ": LET x=x+(
c$="p")-(c$="i"): LET y=y+(c$="z")-(c$="q"
): IF ATTR (y,x)=22 THEN  GO TO 240
 210 IF ATTR (y,x)=1 THEN  GO TO 210
 214 IF y=20 AND x=28 THEN  LET r=1
 215 IF y=20 AND x=2 AND r=1 THEN  GO TO 9
900:
 220 PRINT AT y,x; INK 7; BRIGHT 1;"U": FO
R a=1 TO 10-level:: NEXT a: BEEP .015,12+4
*(c$="i")+7*(c$="p")+12*(c$="q"): GO TO 16
0
 230 FOR b=1 TO 10: FOR a=0 TO 7: POKE a(8
)+1,a: LET l=USR a(8): NEXT a: NEXT b: RET
URN
 240 FOR b=1 TO 10: FOR a=1 TO 7: PRINT AT
 y,x; INK a;"U": NEXT a: NEXT b: GO TO 970
0
```

SPECTRUM 48K

```
1999
2000 INK 7: CLS : PRINT AT 0,8; INK 7;;"SC
REEN ";level: PRINT AT 21,5;"AVOID THE ROC
KS ";AT 16,0;"____________________________
___"
2001 PRINT AT 13,15;"⊔"
2002 FOR A=-20 TO 20: BEEP .01,A: BEEP .01
,-A: NEXT A
2010 LET c$="  N   NN    N  N  N     N  N
 N N   N  N   N N   N   N    N    NN   N
   N  N    N  N NN   N N   N  N   N  N N
 N  N N     N   N  N  N   N  N    N  N
NN    NN    N   N   N  "
2015 LET d$="  O   OO    O  O  O     O  O
 O O   O  O   O O   O   O    O    OO   O
   O  O    O  O OO   O O   O  O   O  O O
 O  O O     O   O  O  O   O  O    O  O
OO    OO    O   O   O  "
```

```
2016 DIM e$(352)
2020 LET acr=15
2050 FOR a=1 TO 50: LET d=1+INT (RND*143):
 LET e$=d$(d TO d+31)+e$( TO 320): PRINT A
T 4,0; INK (RND*3)+4;e$: LET acr=acr+(INKE
Y$="p")-(INKEY$="i"): IF POINT (acr*8+3,69
)=1 THEN  GO TO 2100
2060 LET sc=sc+1: PRINT AT 13,acr; BRIGHT
0;"⊔": FOR b=1 TO 7-level:: NEXT b: LET e$
=c$(d TO d+31)+e$( TO 320): PRINT AT 4,0;
INK (RND*3)+4;e$: LET acr=acr+(INKEY$="p")
-(INKEY$="i"): IF POINT (acr*8+3,69)=1 THE
N  GO TO 2100
2070 PRINT AT 13,acr;"⊔": FOR b=1 TO 3: NE
XT b: NEXT a
2080 FOR b=1 TO 5: FOR a=2 TO 6: BORDER a:
 BEEP .1,-36+12*a: NEXT a: NEXT b: PAUSE 1
50: CLS : BORDER 0: PAPER 0: INK 4: LET le
vel=level+1: IF level<0 THEN  LET level=0
2081 CLS : BRIGHT 1: CLS : GO TO 100
2100 GO TO 9700
9700 FOR a=0 TO 70:: BORDER 0: BORDER 1: B
ORDER 0: BORDER 2: BORDER 0: BORDER 3: BOR
DER 0: BORDER 4: BORDER 0: BORDER 5: BORDE
R 0: BORDER 6: BORDER 0: BORDER 7: BORDER
0: NEXT a
9710 PAPER 0: INK 6: CLS : PRINT AT 5,5;"
YOUR DEAD .                     YOUR SCORE
 ";SC: PRINT #1; FLASH 1;"PRESS ANY KEY TO
 PLAY AGAIN": PAUSE 0: PAUSE 0: RUN
9900 LET level=level+1
9902 GO TO 1999
```

MUNCH

By James Maltick

Munch is an arcade game for the Amstrad 464 or 664. You are the smiling Muncher whose task is to eat all the dots to stay alive before the time runs out. Chasing you are two grumpy munchers who cannot digest the dots, but are keen to gobble you up.

When you have completed a screen you will be presented with a new one, but the time to complete it will be less.

You control your Muncher using either the joystick or the keys shown in the instructions. If your final score is high enough you will be able to enter it into the hall of fame.

The program is well structured and there are plenty of REMS to help with debugging. When typing in the program all the REMS may be left out.

Happy Munching.

```
10 GOSUB 1490
20 DEFINT a-z
30 DIM hs[5],name$[5]
40 FOR x=1 TO 5:hs[x]=6000-1000*
x:name$[x]="AMSTRAD":NEXT
50 scrn=1:DIM screen[20,21]
60 score=0:lives=3
70 dotik=1:walik=2
80 use%=1
90  '************
100  '* main loop *
110 '************
120 CLS
130 WHILE lives>0
140 bonus%=606
150 dot%=179
160 px%=3:py%=2:gx1%=18:gy1%=2:g
x2%=3:gy2%=20
170 caught=1
180 GOSUB 420
190 WHILE NOT caught AND NOT bon
us
200 GOSUB 350
210 GOSUB 820:'** move man **
220 GOSUB 960:'** move Ghosts **
230 IF dot%=0 THEN 1340
240 WEND
260 GOSUB 1150:'** lose life **
260 GOSUB 1220:'** clear screen
**
270 caught=0
280 WEND
290 GOSUB 1890
300 GOTO 60
310 END
320 '**********
330 '* bonus  *
340 '**********
350 bonus%=bonus%-use%
360 PLOT bonus%,0:DRAWR 0,16,0:S
OUND 2,bonus%,2,5
370 IF bonus%<=32 THEN bonus%=-1
380 RETURN
390 '***************
400 '* draw screen *
410 '***************
420 RESTORE 580
430 MODE 0:INK 0,0:BORDER 0
440 FOR y=1 TO 21
450 READ ch$
460 FOR x=2 TO 19
470 IF MID$(ch$,x-1,1)="a" THEN
screen[x,y]=143:LOCATE x,y:PEN w
alik:PRINT CHR$(143) ELSE screen
[x,y]=144:LOCATE x,y:PEN dotik:P
RINT CHR$(144)
480 NEXT
490 NEXT
500 LOCATE 2,23:PAPER 3:PEN 4:PR
INT" SCORE";score;:PAPER 0
510 LOCATE 21-lives.23:PEN 13:FO
R x=1 TO lives-1:PRINT CHR$(224)
;:NEXT
520 FOR i=34 TO 606 STEP 4:SOUND
 7.i.3:MOVE i,0:DRAWR 0,16,7:NEX
```

```
T i
530 PRINT CHR$(22)+CHR$(1);:LOCA
TE 3,25:PRINT"BONUS";:LOCATE 9,2
5:PEN 0:PRINT"TIME LIMIT";CHR$(2
2)+CHR$(0)
540 LOCATE px%,py%:PEN 13:PRINT
CHR$(224);
550 LOCATE gx1%,gy1%:PEN 6:PRINT
 CHR$(225);
560 LOCATE gx2%,gy2%:PEN 7:PRINT
 CHR$(225);
570 RETURN
580 DATA aaaaaaaaaaaaaaaaaa
590 DATA abbbbbbbaabbbbbbba
600 DATA abaaaaabaabaaaaaba
610 DATA abbbbbbbaabbbbbbba
620 DATA abaabaabbbbaabaaba
630 DATA abbbbaabaabaabbbba
640 DATA abaabbbbaabbbbaaba
650 DATA abaabaabaabaabaaba
660 DATA abbbbaabbbbaabbbba
670 DATA aaaabaabaabaabaaaa
680 DATA bbbbbbbbaabbbbbbbb
690 DATA aaaabaabaabaabaaaa
700 DATA abbbbaabbbbaabbbba
710 DATA abaabaabaabaabaaba
720 DATA abaabbbbaabbbbaaba
730 DATA abbbbaabaabaabbbba
740 DATA abaabaabbbbaabaaba
750 DATA abbbbbbbaabbbbbbba
760 DATA abaaaaabaabaaaaaba
770 DATA abbbbbbbaabbbbbbba
780 DATA aaaaaaaaaaaaaaaaaa
790 '************
800 '* move man *
810 '************
820 opx%=px%:opy%=py%
830 IF INKEY(71)=0 OR INKEY(74)=
0 THEN IF screen[px%-1,py%]<>143
 THEN px%=px%-1:GOTO 880
840 IF INKEY(63)=0 OR INKEY(75)=
0 THEN IF screen[px%+1,py%]<>143
 THEN px%=px%+1:GOTO 880
850 IF INKEY(19)=0 OR INKEY(72)=
0 THEN IF screen[px%,py%-1]<>143
 THEN py%=py%-1:GOTO 880
860 IF INKEY(22)=0 OR INKEY(73)=
0 THEN IF screen[px%,py%+1]<>143
 THEN py%=py%+1:GOTO 880
870 RETURN
880 LOCATE opx%,opy%:PRINT" ":sc
reen[opx%,opy%]=0:IF px%=1 THEN
px%=19 ELSE IF px%=20 THEN px%=2
890 IF screen[px%,py%]=144 THEN
score=score+5:SOUND 1,100,2:dot%
=dot%-1 ELSE SOUND 1,50,2
900 LOCATE px%,py%:PEN 13:PRINT
CHR$(224);
910 LOCATE 8,23:PAPER 3:PEN 4:PR
INT score;:PAPER 0
920 RETURN
```

```
930 '***************
940 '* move ghosts *
950 '***************
960 ogx%=gx1%:ogy%=gy1%
970 IF screen[ogx%,ogy%]=144 THE
N PEN dotik:LOCATE ogx%,ogy%:PRI
NT CHR$(144) ELSE LOCATE ogx%,og
y%:PRINT" "
980 IF px%>gx1% AND screen[gx1%+
1,gy1%]<>143 THEN gx1%=gx1%+1:LO
CATE gx1%,gy1%:PEN 7:PRINT CHR$(
225);:GOSUB 1030:GOTO 1040
990 IF px%<gx1% AND screen[gx1%-
1,gy1%]<>143 THEN gx1%=gx1%-1:LO
CATE gx1%,gy1%:PEN 7:PRINT CHR$(
225);:GOSUB 1030:GOTO 1040
1000 IF py%<gy1% AND screen[gx1%
,gy1%-1]<>143 THEN gy1%=gy1%-1:L
OCATE gx1%,gy1%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:GOTO 1040
1010 IF py%>gy1% AND screen[gx1%
,gy1%+1]<>143 THEN gy1%=gy1%+1:L
OCATE gx1%,gy1%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:GOTO 1040
1020 LOCATE gx1%,gy1%:PEN 7:PRIN
T CHR$(225);:
1030 IF gx1%=px% AND gy1%=py% OR
 gx2%=px% AND gy2%=py% THEN caug
ht=-1:RETURN ELSE RETURN
1040 ogx%=gx2%:ogy%=gy2%
1050 IF screen[ogx%,ogy%]=144 TH
EN PEN dotik:LOCATE ogx%,ogy%:PR
INT CHR$(144) ELSE LOCATE ogx%,o
gy%:PRINT" "
1060 IF px%>gx2% AND screen[gx2%
+1,gy2%]<>143 THEN gx2%=gx2%+1:L
OCATE gx2%,gy2%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:RETURN
1070 IF px%<gx2% AND screen[gx2%
-1,gy2%]<>143 THEN gx2%=gx2%-1:L
OCATE gx2%,gy2%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:RETURN
1080 IF py%<gy2% AND screen[gx2%
,gy2%-1]<>143 THEN gy2%=gy2%-1:L
OCATE gx2%,gy2%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:RETURN
1090 IF py%>gy2% AND screen[gx2%
,gy2%+1]<>143 THEN gy2%=gy2%+1:L
OCATE gx2%,gy2%:PEN 7:PRINT CHR$
(225);:GOSUB 1030:RETURN
1100 LOCATE gx2%,gy2%:PEN 7:PRIN
T CHR$(225);:
1110 RETURN
1120 '***************
1130 '* lose life   *
1140 '***************
1150 lives=lives-1:SOUND 1,300,4
```

```
5,7,0,0,15
1160 FOR x=1000 TO 100 STEP -10:
SOUND 7,x,2,7:BORDER x MOD 26:NE
XT
1170 BORDER 0:px%=3:py%=2
1180 RETURN
1190 '****************
1200 '* clear screen *
1210 '****************
1220 x=0:FOR y=1 TO 200 STEP 2
1230 MOVE x,y:DRAW 640-x,y,0:DRA
W 640-x,400-y:DRAW x,400-y:DRAW
x,y
1240 SOUND 7,y*2+x/1.5,4,6
1250 x=x+4
1260 NEXT
1270 RETURN
1280 '****************
1290 '* next screen *
1300 '****************
1310 INK 14,26:INK 15,3:INK 5,26
1320 score=score+bonus%
1330 use%=use%+2
1340 GOSUB 1220:sc=sc+bonus%
1350 scrn=scrn+1
1360 walik=walik+1:IF walik=27 T
HEN walik=1
1370 dotik=dotik+1:IF dotik=27 T
HEN dotik=1
1380 IF dotik=walik THEN 1360
1390 LOCATE 6,5:PEN 3:PRINT"WELL
 DONE!"
1400 LOCATE 3,10:PEN 12:PRINT"YO
U HAVE";:PEN 6:PRINT lives;:PEN
12:PRINT"LIVES"
1410  LOCATE 7,15:PEN 8:PRINT"BO
NUS";:PEN 1:PRINT bonus%
1420 LOCATE 3,20:PEN 2:PRINT"NEX
T IS SCREEN";:PEN 3:PRINT scrn
1430 FOR x=1 TO 6000:NEXT:
1440 GOSUB 1220
1450 GOTO 280
1460 '*********
1470 '* title *
1480 '*********
1490 SYMBOL AFTER 64
1500 SYMBOL 64,0,126,126,126,126
,126,126,0
1510 MODE 1:INK 0,0:BORDER 0
1520 PEN 3
1530 LOCATE 1,5
1540 PRINT"@@   @@  @@  @@ @@
@@   @@@@   @@  @@"
1550 PRINT"@@@ @@@  @@  @@ @@@
@@  @@  @@  @@  @@"
1560 PRINT"@@@@@@@  @@  @@ @@@@
@@ @@       @@  @@"
1570 PRINT"@@@@@@@  @@  @@ @@ @@
@@ @@       @@@@@@"
1580 PRINT"@@ @ @@  @@  @@ @@  @
@@ @@       @@  @@"
1590 PRINT"@@   @@  @@  @@ @@
@@  @@  @@  @@  @@"
1600 PRINT"@@   @@   @@@@  @@
@@   @@@@   @@  @@"
1610 LOCATE 12,15:PRINT CHR$(164
);:PEN 1:PRINT" J. Mattick  1985
"
1620 LOCATE 3,24:PRINT"INSTRUCTI
ONS [Y/N] ?"
1630 a$=UPPER$(INKEY$)
1640 IF a$="N" THEN RETURN
1650 IF a$<>"Y" THEN 1630
1660 '****************
1670 '* instructions *
1680 '****************
1690 CLS
1700 PEN 3:LOCATE 18,1:PRINT"MUN
CH":PEN 1:LOCATE 18,2:PRINT"----
-"
1710 LOCATE 1,4:PEN 2:PRINT" You
 are the smiling muncher who sta
rts in the top left of the scree
n. You must walk around the maze
 eating all the dotsin order to
to gain points."
1720 PRINT
1730 PEN 3:PRINT" However, it is
 not that easy.There are two sad
 munchers who cannot eat the dot
sand can only eat you to stay al
ive.     After a while they will
 join together tobecome twice as
 strong."
1740 PRINT
1750 PEN 2:PRINT" There is also
a time limit in which youmust ea
t all the dots."
1760 PRINT
1770 PEN 1:PRINT" It is either t
he monstors or you. You  control
 the man using a joystick or:-"
1780 PRINT:PRINT
1790 PEN 3:PRINT "    Z          X
         ]      \"
1800 PEN 1:PRINT CHR$(11);CHR$(2
2);CHR$(1);"      Left       Righ
t    Up     Down"
1810 PRINT CHR$(22);CHR$(0)
1820 LOCATE 14,24:PRINT"PRESS AN
Y KEY"
1830 WHILE INKEY$="":WEND
1840 FOR x=1 TO 24:LOCATE 1,25:P
RINT CHR$(10):SOUND 1,x*10,5,5:S
OUND 2,600-x*10,5,6:SOUND 4,x*10
```

MUNCH

```
0/2,5,4:NEXT
1850 RETURN
1860 '*************
1870 '* game over *
1880 '*************
1890 INK 15,3,9
1900 LOCATE 6,12:PEN 15:PRINT"GA
ME OVER!"
1910 FOR x=50 TO 300 STEP 2:SOUN
D 7,x,2,7:NEXT:SOUND 7,100,80,7,
0,0,25
1920 FOR x=1 TO 2000:NEXT
1930 IF score>hs[5] THEN GOTO 20
10
1940 LOCATE 4,24:PEN 3:PRINT"PRE
SS ANY KEY."
1950 WHILE INKEY$<>"":WEND
1960 WHILE INKEY$="":WEND
1970 GOTO 2220
1980 '**************
1990 '* high score *
2000 '**************
2010 WHILE INKEY$<>"":WEND
2020 CLS
2030 LOCATE 3,5:PEN 15:PRINT "EN
TER YOUR NAME!"
2040 MOVE 58,315:DRAW 58,340,7:D
RAW 568,340:DRAW 568,315:DRAW 58
,315
2050 MOVE 152,190:DRAW 152,210,1
:DRAW 482,210:DRAW 482,190:DRAW
152,190:MOVE 144,182:DRAW 144,21
8,15:DRAW 490,218:DRAW 490,182:D
RAW 144,182
2060 PEN 12:LOCATE 6,13
2070 nm$=""
2080 FOR a=1 TO 10
2090 a$=UPPER$(INKEY$):IF a$=""
THEN 2090
2100 nm$=nm$+a$
2110 PRINT a$;
2120 SOUND 7,200,5,7
2130 NEXT
2140 hs[5]=score:name$[5]=nm$
2150 flag=0
2160 FOR a%=1 TO 4
2170 IF hs[a%]<hs[a%+1] THEN sco
re1=hs[a%+1]:hs[a%+1]=hs[a%]:hs[
a%]=score1:name1$=name$[a%+1]:na
me$[a%+1]=name$[a%]:name$[a%]=na
me1$:flag=1
2180 NEXT
2190 IF flag=1 THEN GOTO 2150
2200 LOCATE 1,24
2210 FOR x=1 TO 1000:NEXT
2220 INK 5,22
2230 CLS
2240 LOCATE 3,5:PEN 15:PRINT"MIG
HTY MUNCHERS!"
2250 MOVE 58,315:DRAW 58,340,7:D
RAW 568,340:DRAW 568,315:DRAW 58
,315
2260 MOVE 50,307:DRAW 50,348,15:
DRAW 582,348:DRAW 582,307:DRAW 5
0,307
2270 RESTORE 2280:FOR a=1 TO 5:R
EAD y:LOCATE 2,y:PEN INT(RND*12+
2):PRINT hs[a]:LOCATE 9,y:PEN IN
T(RND*12+2):PRINT name$[a]:NEXT
2280 DATA 9,11,13,15,17
2290 MOVE 218,124:DRAW 218,278,3
:MOVE 226,124:DRAW 226,278
2300 MOVE 58,124:DRAW 58,278,3:D
RAW 572,278:DRAW 572,124:DRAW 58
,124
2310 MOVE 58,248:DRAW 572,248:MO
VE 58,218:DRAW 572,218:MOVE 58,1
84:DRAW 572,184:MOVE 58,154:DRAW
 572,154
2320 LOCATE 4,24:PEN 15:PRINT"PR
ESS ANY KEY."
2330 WHILE INKEY$="":WEND
2340 RETURN
```

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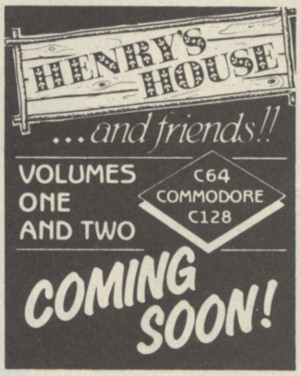

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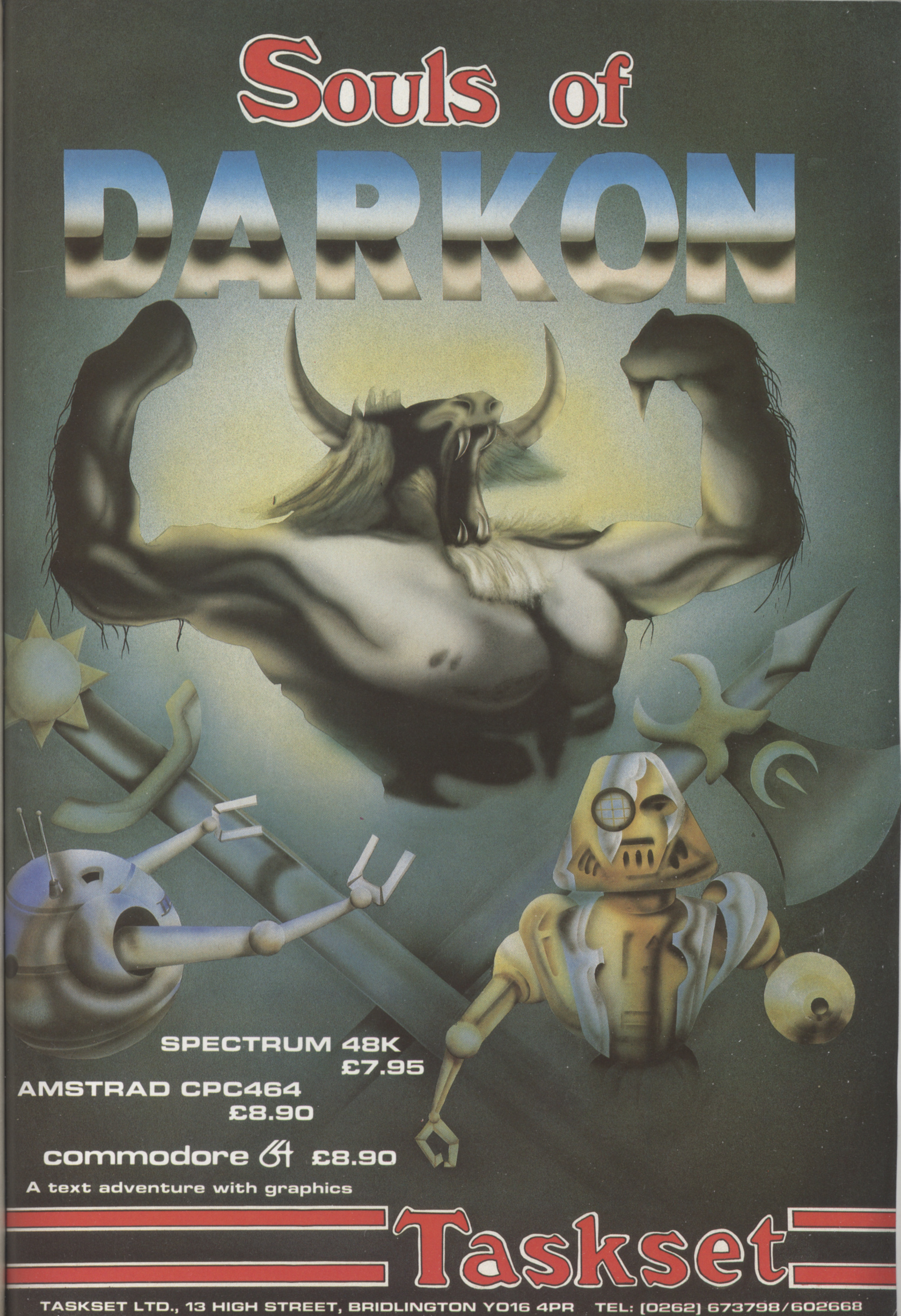

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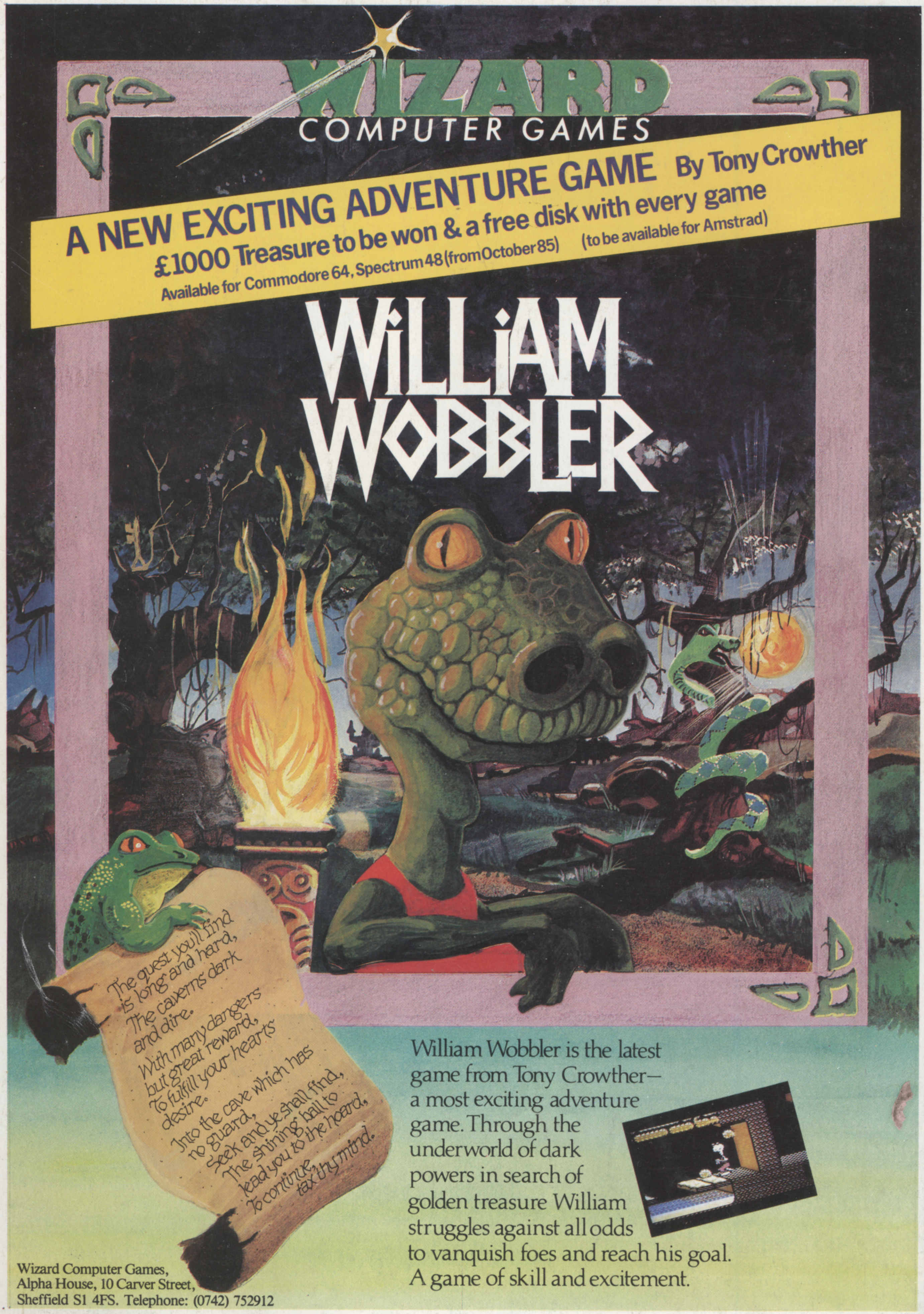
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